

# Q64

## ARMY MEN SARGE'S HEROES

3DO'S NEW GAME  
INVADES THE N64!

### EXCLUSIVE!

- TOY STORY 2
- RESIDENT EVIL 2
- BATTLE TANKX II
- TAZ



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### MORE THAN 15 GAMES REVIEWED INSIDE!

WWF ATTITUDE • ROAD RASH 64 • TONIC TROUBLE  
NFL BLITZ 2000 • MONSTER TRUCK MADNESS 64

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# REACH OUT AND **CRUSH** SOMEONE



*Climb into the cockpit, buckle your seatbelt and get ready to experience the most exciting, off-road extreme action of **Monster Truck Madness™ 64**.*



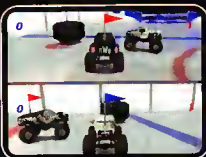
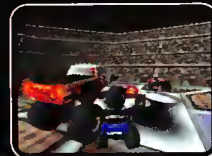
*7 Modes of gameplay including **Circuit Racing**, **Summit Rumble**, **Police Chase**, **Indoor Soccer** and more.*



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# MONSTER TRUCK MADNESS<sup>™</sup> 64



Microsoft



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# ROAD RASH II

## 64





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Special multi-player modes for up to 4 players  
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200 miles of interconnected  
tracks and environments

LEVEL  
RACE  
OPTIONS

HARD WAY  
RACE LENGTH: 4.00 KM

B BACK A FIGHT

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including grudges and alliances

Thrashin' soundtrack featuring  
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Over 25 bikes and characters  
to choose from

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the dreaded spoke jam

## COMING SOON

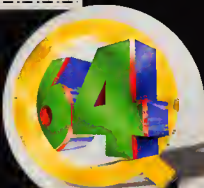
NINTENDO 64



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army men  
invade your  
N64!

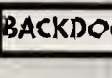
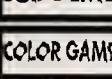
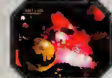
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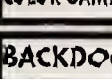
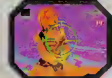


Donkey Kong 64  
Cyberliger  
Roadsters  
Winback  
Vigilante B  
Perfect Dark  
Twelve Tales  
Knockout Kings  
Madden 2000  
Blues Bros 2000  
NASCAR 2000  
Jai Force Gemini  
Supercross 2000  
Rayman 2  
NBA Jam 2000  
Sprocket  
Asterooids  
WWF Wrestlemania  
QB Club 2000  
WCW Mayhem  
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Gex 3  
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Ken Griffey Jr's Slugfest  
48-109

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Six new Color Gameboy  
games to entertain the mind.  
110-111

### BACKDOOR

More spoilers and cheats than you  
could ever use.  
112-113

Welcome to the Fall 1999 issue of Q64. This issue marks the third year of our publishing Q64, and it has caused us to look back over the past three years worth of software; some great, many good, and some pitiful games have been covered in these pages.

While we have (hopefully) helped you make wise purchasing decisions through our extensive review process in the Judgment 64 section, we also are aware of the fact that many of you read Q64 to get a feel for the games that are in development. As we reflect back over all of the previous editions of Q64, we couldn't help but be intrigued (maybe alarmed might be a better term) by the number of titles that we previewed that we thought would be fantastic games. Mission Impossible, Iggy's Wrecking Balls, Moce, Costlevonio, and Glover are examples of games that didn't live up to the hype, and were thus less than satisfying gaming experiences, to say the least. While some games turn out to be surprise hits (Beetle Adventure Racing), most games garner more favorable attention while in development, only to be shot down upon further review. Why this happens is certainly up for debate, but we can offer our two cents worth — good intentions. Unfortunately, as the saying goes, the road to hell is paved with good intentions. 99% of the time, game designers start off with a good idea, but over the 1 to 2 year development cycle of the product, many things can occur that will make the product take a turn for the worse. However, when previewing games, the gaming press (Q64 included) does so in one of two ways: with an actual semi-completed playable version of the game, or with screen shots and a fact sheet provided by the game publisher. While it's preferable to actually play a little bit of the game prior to writing a preview, this is not the time to pass judgment on the game or to be critical in any way — it's best just to present the "facts" and screen shots as they are. However, it's easy to get caught up in the hype and say things like "could be the best game" or "might be game of the year", simply based on pretty screen shots and descriptions from the developer telling us of all the cool things that "should be" in the final version. If you do ever read those words in a preview, you'd better RENT that game first, because odds are something went wrong with the game before it was finished!

Why suddenly all of the forewarning, you ask? Simple — we've got over twenty pages of previews in this issue of Q64, containing more than 40 games! It's quite possible we said "could be" or "should be" somewhere in there!

ERIC

EDITOR IN CHIEF: ERIC WINDING PRODUCER: TIM LINDQUIST LAYOUT & DESIGN: DAVID SILVIERA  
CONT. EDITOR: ALEX ANDREWS CONT. EDITOR: MARK ANDROVICH CONT. EDITOR: DARIEN ALLEN CONT. EDITOR: TOM HAM  
COPY EDITOR: DAVE WHITTLE COPY EDITOR: PAMELA LUCAS NATIONAL AD SALES: MARK P. WINDING  
(850) 372-0402  
OPERATIONS MANAGER: SUSAN OLSEN-WINDING SINGLE COPY SALES: MICHAEL A. GERARDO ASSOCIATES  
(754) 504-5444  
PUBLISHER: DAVID JON WINDING ASSOCIATE PUBLISHER: GREG OFF

E-MAIL: dre@quake.net

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# SIZE MATTERS

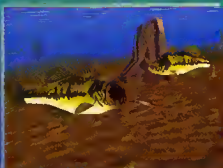


**SIZE REALLY MATTERS.** When you're looking for the biggest fishing game on any system, look no further than **IN-FISHERMAN BASS HUNTER 64.** IN-FISHERMAN BASS HUNTER 64 lets anglers of all ages experience all the action from the first strike of the day to the hunt for a monster, tournament-winning fish! Blending In-Fisherman's expertise with state-of-the-art technology, you'll never get skunked. **HEAD FOR THE GREAT INDOORS!**

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Monster bass await your next move!

# TOP 10 TRST

## BEST SELLING NINTENDO 64 TITLES

### JUNE, 1999

Nintendo's  
**Star Wars  
Episode 1: Racer**



**1**  
last month **2**  
average retail price  
\$60

Nintendo's  
**Super Smash Brothers**



**2**  
last month **1**  
average retail price  
\$51

Titus'  
**Superman**



**3**  
last month **\*\***  
average retail price  
\$60

Nintendo's  
**Mario Party**



**4**  
last month **3**  
average retail price  
\$50

Nintendo's  
**GoldenEye 007**



**5**  
last month **4**  
average retail price  
\$40

Nintendo's  
**Zelda**



**6**  
last month **5**  
average retail price  
\$60

Activision's  
**A Bug's Life**



**7**  
last month **\*\***  
average retail price  
\$50

Nintendo's  
**Star Wars Rogue Squadron**



**8**  
last month **6**  
average retail price  
\$50

Nintendo's  
**Mario Kart 64**



**9**  
last month **8**  
average retail price  
\$40

Nintendo's  
**Grieffy Jr.'s Slugfest**



**10**  
last month **10**  
average retail price  
\$50

Source: NPD TRST Video Games Tracking Service  
900 West Shore Road, Port Washington, NY 11050  
(516) 625-2294

\*\* Not in Top 10 Last Month

The ratings reflected above are those of Q64 and do not represent the opinions of NPD TRST.



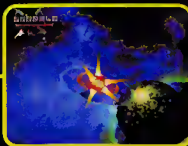
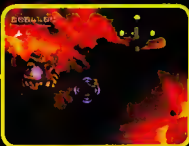
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**Blinkmax™  
Temporal Displacer**  
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generator

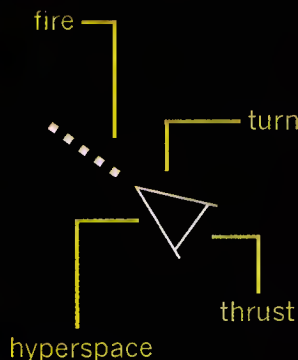
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- Dozens of impact shields, power-ups and wild card weapons



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**CRAVE™  
ENTERTAINMENT**

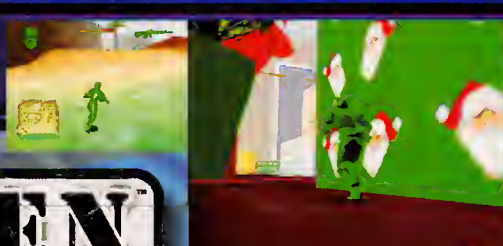
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# ARMY MEN SARGE'S HEROES

It is such a simple and elegant concept; take the army men that all boys love playing with as kids and remember fondly as adults (well, at least chronologically), and build a video game around them. It absolutely amazes me that, after over 25 years of gaming history, this past year marks the first time that the little green and tan soldiers have made an appearance on our interactive screens. It is my personal theory (not confirmed by anyone inside 3DO) that the catalyst for the two PC Army Men games, Army Men 3D on the PlayStation and Sarge's Heroes, was the way that army men were used in Pixar's "Toy Story". For me, your average 30-something, latch-key kid, the movie served as sort of a wake-up call as to how cool those little green guys were (and are). I'm pretty sure that this is when the folks at 3DO took notice. The idea has become, in quick order, a successful franchise that has given new life and a new identity to 3DO, a company that has seen its fair share of ups and downs. With this in mind, and the almost universal demographics of the product, we decided that featuring Sarge's Heroes on this issue's cover would be great fun and a great opportunity to reexplore one of the guiltless pleasures of childhood... the battle between Green goodness and the evil that is Tan.

## GAMEPLAY

It seems that Plastro, the maniacal leader of the Tan army, is set on destroying the Green way of life once and for all. As the story unfolds, we find a tale of plastic intrigue involving the leader of the Green army and his polygonally-enhanced daughter. As Sarge, it is up to you to complete a number of different missions, each with its own set of objectives, and take down Plastro and his men. Things are further complicated by Sarge's discovery of a series of "Portals" that have the soldiers warping from one reality to an alternate one. One of the running gags in the game, and a big part of what makes Sarge's Heroes an inspired design, is that the army men have no idea that the world within which they are fighting is actually a kid's house. You will carry out your missions in bathrooms, flower beds and the like. The cool thing is that, just when the game has drawn you in and you believe that you are actually fighting in a jungle or arctic environment, you will be asked to do something like de-electrify a fence — only to find out that the switch you must





throw is the red on-off switch on a household power strip. Of course, it is ten times the size of Sarge! What's great about this is that Sarge and the other soldiers don't get the joke! (Many times, you will find yourself forgetting as well.)

The basics of the gameplay have Sarge shooting, jumping, belly-crawling and side-stepping his way through the action. What makes it all work is a keen sense of the right tool for the job and just enough health and ammo around to keep things challenging, even on the "Easy" difficulty level. Sarge has access to a single-shot rifle, bazookas, flamethrowers, mine sweepers, sniper rifles (complete with a zoom feature — you will want to find and use this weapon a lot), shotguns, TNT, landmines, machine guns, hand grenades, grenade launchers and rocket launchers. Over the course of the game, you will find the need to use all of these weapons.

In addition, help will come (in one of the arctic missions) in the form of Gray soldiers that will aid you in battle, that is,

once you free them from their prison cells! The game rewards players that look for secret paths

and areas by, in addition to usually

giving you a good weapon, by

offering a better vantage

point from which to take

out the enemy. As you play

through the game, you will

notice areas that are heavily

fortified where, if you

are step foot inside

these arenas, you will

die quick and violently.

There is usually a way of

getting above the mess,

where you can use the

sniper rifle and various high-

powered lob-ables to take

care of the baddies and

suffer the least amount of

damage. In addition to

the one-player Cam-

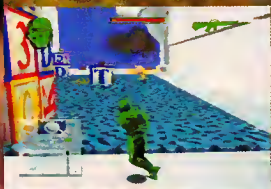
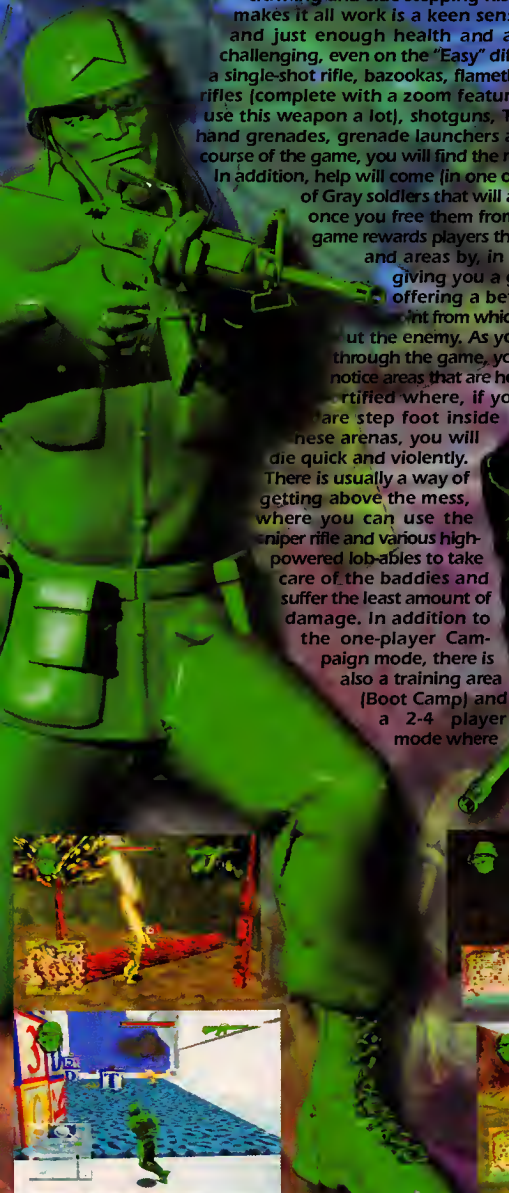
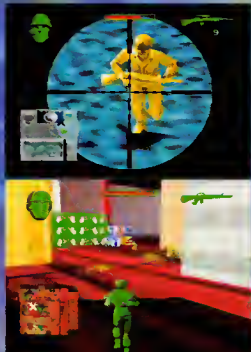
paign mode, there is

also a training area

(Boot Camp) and

a 2-4 player

mode where



you and some friends can fight it out in four different versions of your basic deathmatch gameplay. This is a nice little add, but not nearly as creative or well-done as the two-player action in PlayStation Army Men.

#### GRAPHICS

Sarge's Heroes is not the most attractive game on the N64, but it is solid, has a high-resolution mode (you take a frame rate

hit and lose some control of Sarge)

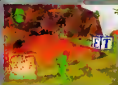
and some very cool explosions.

While the game has a good look to it and a decent

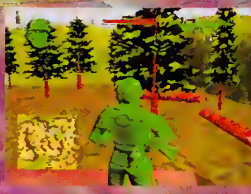
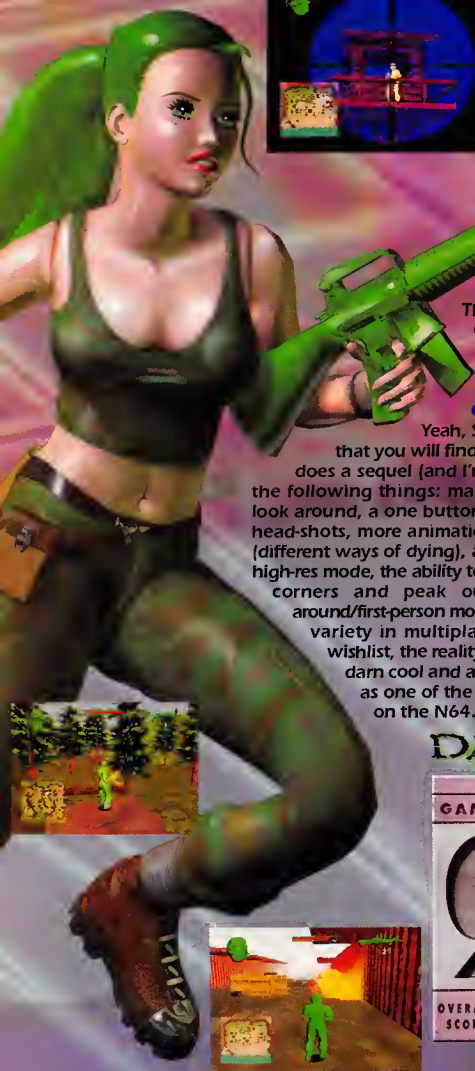
engine, the camera is pretty skittish and takes some getting used to. My advice is to play the game on Easy to begin with, get a grip on how to best control Sarge, then play on the "Normal" difficulty setting to play the game as the design team intended. There is no manual control over the camera and it has a real hard time staying behind Sarge. (It seems to always be focusing on him at an angle, thus cutting any enemies you are facing out of view while moving.) If you try to run around in the game too quickly, you will find yourself the victim of a cheap death. This being stated, however, the gameplay in Sarge's Heroes encourages you (actually, **REQUIRES**) to exercise some patience and caution. You are rewarded for stealth and for analyzing a new area before jumping in with both feet. Once you realize this, the problematic camera becomes easier to deal with. Also, there is polygon clipping in some tighter areas and the occasional enemy through a wall problem.

#### SOUND

While the cost limitations of using RAM for voice once again make their presence known in an N64 title, the sound and voice that is present is well done. It is obvious that 3DO spent some time developing the characters in this game; it's a shame that we can't hear what they have to say. Otherwise, everything is solid in the sound department and the soundtrack is very war-like, with a surprising variety of tunes.







#### CONCEPT

Like I said, many years have passed with many opportunities for software developers and publishers to see the potential for this type of game and none have produced one. The folks at 3DO deserve special recognition for being the ones to pull it off.

#### SHELF LIFE

The game will probably take you about 8-12 hours to beat on Easy. On Normal it will take a few more. Although the game isn't particularly long, it is something you might find yourself coming back to from time to time.

#### CONCLUSION

Yeah, Sarge's Heroes has a few shortcomings, but the game is so much fun that you will find yourself making allowances for them. If 3DO does a sequel (and I'm pretty sure they will), I would like to see the following things: manual control over the camera, a quicker look around, a one button reverse move, the sniper mode reward head-shots, more animations for the enemy soldiers (different ways of dying), a better frame rate in high-res mode, the ability to look around corners and peek out in look-around/first-person mode and more variety in multiplayer. While this is my wishlist, the reality of this game is pretty darn cool and a game that stands out as one of the most fun and unique on the N64.



DAVE

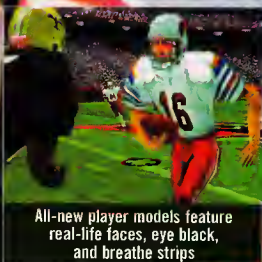
#### THE 64 SCORE

| GAMEPLAY      | GRAPHICS | SOUND | CONCEPT | SHELF LIFE |   |   |   |   |   |   |    |
|---------------|----------|-------|---------|------------|---|---|---|---|---|---|----|
| 9             | 6        | 7     | 9       | 7          |   |   |   |   |   |   |    |
| OVERALL SCORE | 0        | 1     | 2       | 3          | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

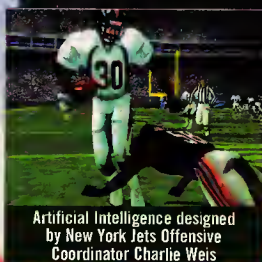
# NFL QUARTERBACK CLUB™ 2000



3rd generation Ultra Hi-Rez™ graphics  
for the ultimate in NFL realism



All-new player models feature  
real-life faces, eye black,  
and breathe strips



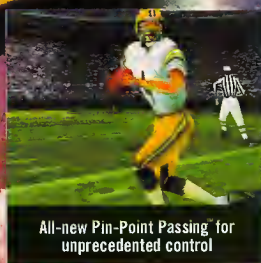
Artificial Intelligence designed  
by New York Jets Offensive  
Coordinator Charlie Weiss





# Acclaim SPORTS™

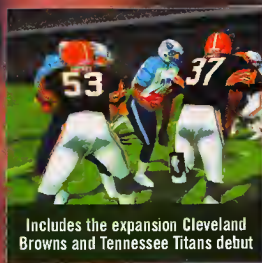
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# RESIDENT EVIL

*We recently traveled to the hi-tech city of Osaka, Japan, to visit Capcom's headquarters in order to learn more about Resident Evil 2, one of the scariest, creepiest, bloodiest video games in recent memory. We met with Mr. Nanto Ishinaga, a relatively new producer within the halls of Capcom to chat about the N64 Resident Evil 2 project.*

**Q64:** Are you excited about working on Resident Evil 2?

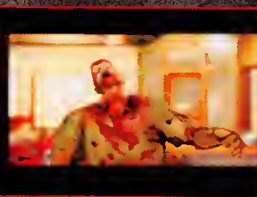
**NI:** Yes, this is a really good title and it's very challenging.

**Q64:** Tell us a little about yourself. How long have you been with Capcom? Where did you work before Capcom?

**NI:** Yes, this is my first title with Capcom. I've been with the company since July of last year. I started in the game industry working for a company called Compile. I opened the San Francisco office of Compile, to release Puyo Puyo in the US. However, six months after we opened, the company went Chapter 11. We tried to dig a niche for the game but, before the marketing started, the office closed. So, here I am at Capcom.

**Q64:** We've heard that all the FMV from the PlayStation game is going to be included in the N64 cart. How is that possible?

**NI:** We're a very selfish company; we want everything, like kids in a toy store. The N64 cult fanatics on the Internet are always arguing with the PSX cult fanatics, "My system's better," "NO, my system is better." PSX fans always point out that the N64 doesn't have FMV, and there's no counter from the N64 fans.







I want to produce a game that finally lets all the N64 people say, "I told you so." I'm hoping that we have the highest FMV game to ever hit the N64.

**Q64:** All this FMV is going to require a really big cartridge, isn't it?

**NT:** Yes, it will be a 64 mega-byte, or 512 mega-bit, cart. That's twice the size of *Zelda*, which used to be the largest Nintendo cart.

**Q64:** Is that going to make the game more expensive?

**NT:** Yes, it is going to make the game a little more expensive to produce, but it's not going to be a huge amount. We try to be nice to our customers, and to bring down the price as much as possible. We want the game to be affordable, like a small car (laughs). I want as many people to play this game as possible.

**Q64:** But the N64 has a very young audience, do you think this game might be too much?

**NT:** We'll be rated "Mature," and it definitely is an adult game. The N64 was originally targeted for kids, but it's now in its fourth year and Nintendo is looking for an adult audience. With 12 million Nintendo's being sold-through in Japan alone, there are many adults who now own the system. They might be the first NES people, twenty-year-old college kids who have been with Nintendo since they were born.

**Q64:** In the US, violence in the media and in video games has become a big deal. What are you doing to address those concerns?

**NT:** This isn't just a Capcom issue, but it is a problem for the industry in general. As the producer, I decided to implement a special "violence control" for the game, so that people can choose the level of excitement and violence that they're comfortable with. In the PSX version, there is lots of violence, lots of gore, with red blood and exploding heads. For the N64, I felt that people would want to play

this great game and follow the story, but might not want all the gore. The player selects the violence settings, from Low to High. The blood goes from blue to green to red and the gore is lessened. We're not looking for kid players, since this isn't a kid game. The story is nice and the gameplay is fun but, if the only reason someone isn't playing the game is because of blood color or explosions, I'll let them turn those features off.

**Q64:** Is anything else changing in the game besides the violence control? Are there any more additions or secrets?

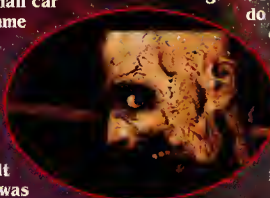
**NT:** We added some more of the files throughout the game so that the player may learn more of the background and events of the game, to draw them more into the story. I didn't want to do a "Super Extreme Fighting Mode," or anything so cheesy. I figured the people liked the story and wanted to learn more. We've added more to the story to enhance the game, so players can learn who these people are, where they come from, their daily life, etc. Once an N64 player goes through the game, they will have learned a lot more about the series and the Resident Evil franchise.

I might add some other stuff. If we have the time and the space left over. Our space is greatly limited by the amount of FMV, but I might try to include a randomizer. This game is all about horror but, once someone plays it, they can memorize where all the monsters and items are. If you don't know where things are, you're going to play the game very differently. If you're in a haunted mansion and only have six bullets in your gun, you're not going to shoot at everything. I like to play a game, but I don't want to play the same thing over and over.

Maybe if there's enough time and space at the end of the project, we'll include another small game, like *Hunk and Toht*. In the original PSX game, they (the original developers) had 1.6GB of space to store information, where I only have 64MB. I will try everything I can so that N64 lovers can finally kick the PSX lovers' butts.

**Q64:** RE2 is not being done internally, but by Angel Studios, a US developer. How did Capcom find Angel?

**NT:** We met them at a pizza house (laughs). When I joined the project, there had already been a discussion underway with them. We asked Nintendo to recommend a good development company, and they recommended Angel



Studios based on their work on Ken Griffey Jr. Slug Fest. They're really great guys. Communication is a big issue since the time difference between the US and Japan is so great, so I had to get their home and cell phone numbers and I call them at all hours. Fortunately, I speak really good English, so we're able to talk without a translator. That's important, as they're able to tell me what they think and how things are going, without relying on someone else.

**Q64:** Will RE2 use the RAM Expansion Pack for higher resolutions?

**NT:** Yes, but the system is tricky. We're looking for frame rate, which depends on the amount of zombies on the screen and the background, so there are different ways to handle it. The game resolution adjusts to keep the frame rate at 30 frames per second. Technically, the system is capable of 640 horizontal lines; I've seen it as high as 608 and as low as 300, depending on the scene. Without the RAM pack, the game will run at a fixed 400X300... I hope.

**Q64:** What sort of changes do you see in the game with the RAM pack?

**NT:** The game is now much more sharper than the PSX version. You can see the faces of Leon and Claire in greater detail. On the N64, you can see complete details on the characters, from their clothes to their faces. It's very easy to recognize the difference once you see it.

**Q64:** What sort of benefits come from moving RE2 to the Nintendo64?

**NT:** Even though the cart space is limited, you can see that the graphics are much clearer than the PSX. Also, there's no access time, so there's a lot less waiting around. The game loads much faster than it does on the PSX. Also, whenever you went into a new area, you could tell if you were going to get a movie because you could hear the CD start to load. The whole game just tastes different on the N64. It's like, even though the game is still a hamburger, now instead of it being cooked by your mommy, it's been cooked by your girlfriend, who loves you more than mommy. The N64 is very challenging to develop on, but I'm happy. There are a lot of pros and cons between the systems; one system can do one thing, while the other can't. It all depends on people's expectations.

**Q64:** In Japan, there were special PlayStation controllers designed for RE2. Will there be a special N64 controller?

**NT:** If someone wants to raise a hand and volunteer, OK. But so far, no.

**Q64:** Where do you think the Resident Evil series needs to go from here?

**NT:** I think the series will ultimately go on to be like the 007 stuff. You know, the same basic concept, but with different actors, scenery and gadgets each time. That way, it's easy to understand what's going on; it will be safe to the consumer. They expect something and know that they're going to get it from a Resident Evil game.

**Q64:** Back in the mid-Eighties, Capcom was the third company to approach Nintendo to be a licensee for the 8-bit NES. The company went on to release some of the biggest and best Nintendo and Super Nintendo games in those systems' lifetimes. Yet, we haven't seen much on the new hardware. Why hasn't Capcom been more involved with the N64?

**NT:** That's more like larger corporate strategy, so I don't know. Games are becoming bigger and bigger and CDs are the most cost efficient storage form and the easiest to produce, so I think that has a lot to do







TOY  
STORY  
2

This is going to be huge. How many of you out there know that Toy Story 2 is the first ever theatrical sequel to an original Disney franchise?

Sure, there have been additional Aladdins and Lion Kings, but they were cheap, direct to video products. Toy Story 2 is the real deal, and Activision and Traveler's Tales (A Bug's Life, Toy Story, Mickeymania) are going to be bringing it to our N64s. In the game, you will play as Buzz Lightyear (the super cool futuristic spaceman toy that almost replaced Woody as "Head Toy"). Buzz is on a quest to save Woody from a greedy toy collector (Zurg) and it is an all-out race against time to make sure that Woody doesn't get sold for big bucks at the garage sale!

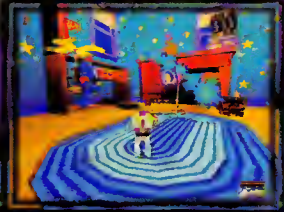
The game is presented in a go-anywhere, real-time 3D environment. Buzz will have the ability to use lasers, whirling torso spins, jump, swing, bounce and somersault through the air.







Plus, he has the ability to combine these moves in succession, as in the movie. Buzz can also gain special powers by unlocking toy accessories, including rocket jet boots, a grappling hook, an arm laser and moon spring boots. In addition, Hamm, Slinky and Rex are available to aid Buzz in his search. There are 15 levels in all, including five boss battles — the final one featuring a confrontation between Buzz and Zurg. The movie is scheduled for a Thanksgiving release and you can expect to see the game at the same time. After playing it for a little bit at E3, we are very excited about Toy Story 2's potential. Traveler's Tales has always been known for the quality of their 3D engines and they have a pretty strong track record at making quality Disney-licensed games.





#### LAST YEAR'S STATS:

*The #1 Selling Football Game for  
Nintendo 64 and Game Boy® Color*

*Best N64 Sports Game*  
—Nintendo Power

*Best Sports Game of the Year*  
—As voted by visits to  
[www.playstation.com](http://www.playstation.com)

*Sports Game of the Year*  
—VideoGameSpot

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PLAYERS

NFL  
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PlayStation

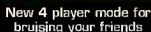
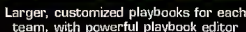
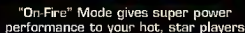
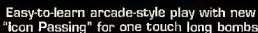
4D MIDWAY

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NFL Blitz™ 2000 brings you all of the things you love about football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances, and tackles you're headed for the ultimate in football action!



PC images shown.

# Taz

## EXPRESS



Infogrames is currently working on two Looney Tunes licensed Nintendo 64 titles; *Taz Express* and *Duck Dodgers*. *Taz* is being developed by Zed Two, and Paradigm is working on *Duck Dodgers*. There probably isn't a reader out there who isn't familiar with the famous Warner Brothers' cartoons, so we shouldn't have to tell you who the stars of these two new games are. But, for the sake of argument, we'll tell you anyway — the Tasmanian Devil (duh!) and Daffy Duck's futuristic alter-ego, "Duck Dodgers". We'll take a closer look at both of these exciting new titles individually.

### WHAT'S IN THE CRATE?

She-Devil has been yelling at Taz because he is a lazy slob who just sits around the house eating snacks and watching football. She says he HAS to get a job to pay the rent. In fact, she has already found a job for Taz, delivery boy for 'Taz Express', a next-day courier service located on the other side of the island. Before he knows it, Taz has reported for duty.

His first job is to deliver a large wooden ACME crate. The delivery address (not too far away) looks familiar. The game is an action puzzle game. *Taz Express* will feature 5 large Levels — each made up of several Stages. Each Level will introduce new obstacles and enemies and will also contain 1 or 2 secret Stages, which can only be accessed once sections of the game have been completed. Every Level will feature cameo appearances by various Looney Tunes Characters, each of which is the 'boss' and Inspiration behind that scenario. Apparently, Bugs Bunny, Marvin the Martian, Yosemite Sam, and





# DUCK DODGERS

Wile E. Coyote are all trying to keep Taz from his delivery duties!

The game is totally 3D based and uses a slightly overhead, 3D perspective to view the action. A dynamic camera always keeps the Taz in sight, providing the best view of the game at all times. Each of the five Levels will have an average of 3-6 Stages, each focusing on one type of puzzle or gameplay technique, and each Level will have one or two secret stages. Together with secret & bonus stages, we expect there will be a minimum of 27-33 stages in the whole game.

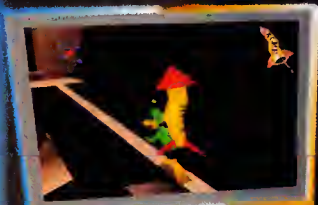
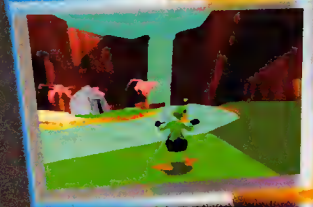
## MARVIN'S AT IT AGAIN

Marvin the Martian is at it again. He has put into place several "PU-36 explosive space modulators" somewhere in the solar system, and he is set to blow up the universe. As Daffy and he is set to blow up the universe, Duck Dodgers, it will be your job to stop Marvin from carrying out his dastardly plan. This action/adventure game takes place across 7 uncharted planets of mystery and mayhem. While searching for the explosive modulators, Duck Dodgers will come across valuable gems that he can collect for additional powers. Other famous Looney Tunes characters will show up throughout the game, either lending a helping hand or trying to get in the way of Duck's search. Of course, with Daffy being as whacky as he is, you'll also have to contend with his crazy impulses to do stupid things at just the wrong time!

Many of the game's puzzles and secrets revolve around the failure of the ACME products, and will lead to some pretty funny scenes (like Daffy's bill spinning around his head after it gets "shot").

Check back with Q64 in our Winter 2000 issue (on newsstands Dec 1), as we'll have more info and complete reviews of both of these exciting games from Infogrames.

Eric



# BATTLE TANKX™

## GLOBAL ASSAULT™

The  
300 Company had a nice  
surprise hit last year when they  
released the action/arcade game BattleTank.  
"Surprise" for many outside of Q64, that is. We  
KNEW it was a great game the first time we saw it!  
So, when we found out that 300 was planning a sequel,  
we had to get the inside scoop! And, here 'tis...

At the end of the original BattleTank, after you successfully  
rescued all of the QueenLords and fought back the hordes of gangs  
from coast to coast, the cities across the nation were being rebuilt  
and you saved the love of your life (and you lived happily ever  
after). Guess what? Something's gone terribly wrong, and an "evil"  
QueenLord has risen to power. The year is 2002, and you're busy  
trying to rebuild the country. There is a young boy somewhere  
out there with rare tele-kinetic powers that holds the key to  
the future of mankind. The evil QueenLord, though, is trying  
to capture the boy and use his powers for the forces of  
evil (the darkside?). It's up to you to rally the troops  
and use your BattleTank to stop her from taking  
over what's left of the world.

This time around, the action takes place  
all across the world, as you'll  
run through





the streets of Paris, London, and Berlin, as well as locations across the U.S.A. (Texas, Arizona, California).

BattleTanx: Global Assault keeps the same great gameplay that made the original title such a blast to play, either as a one player game in the Campaign mode, or as a multiplayer game in one of the many different gameplay modes (Tank Wars, Frenzy, Hold 'Em, Convooy, Captive, Deathmatch, Annihilation). Global Assault has been stuffed full of new features and cool power-ups.

In the Campaign mode, there is a new resource management feature where you have to determine which of your tanks will work best in a particular situation. Besides the usual assortment of grenades, guided missiles, and other weapons, there's now a flame thrower and a turbo boost. Another new weapon, "The Edge", is a powerful new one-time power-up (not a guitar player) that can be used like a "smart bomb", thus it will wipe-out everything that is on-screen when you deploy it. There will be only one "Edge" per level, so you'll have to keep it in your inventory and use it when it's most beneficial. There are ten (10) BattleTanx to manage, including a new Houer Tank that glides above the terrain, and a virtually indestructible Rhino Tank, to name a few. Also, the Edge will become more powerful as you progress through the levels, eventually becoming so powerful that it will completely take over your enemies, and they will

now fight for your team (not the darkside)! While BattleTanx was a terrific playing game, it lacked considerably in the graphics department. It was a very average looking game, to say the least. More good news comes from the fact that 300 has spent a considerable amount of time working on BattleTanx's look, and we can report that it is a much-improved looking game (BattleTanx: Global Assault, even with all of the graphic improvements, moves at a crisp 30 frames per second). The tanks are now highly detailed, and the buildings take on multiple points of damage (the first hit on the building causes a bright burst of fire that jumps through the windows). The explosions are intense, and smoke, fire trails, and particle explosions are all well done and super-realistic (x-p-al-uh-doh-shus). The city environments are completely destructible, as just about anything you see you can destroy! Look for more on BattleTanx: Global Assault in the next issue of Q64!

ERIC



# ARMORINES

project s.w.a.r.m.

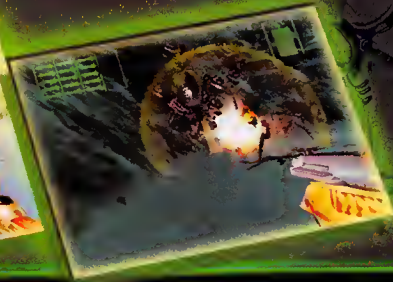



The Armorines storyline is set on present day Earth and centers on an alien race fighting for survival, as their home planet can no longer support them. Looking to the stars for the answer, the aliens discovered a small green and blue planet that was too good to be true. Undetected by humans, breeding pods carrying the aliens landed on Earth and began to colonize the planet. Earth's own military forces are powerless against the aliens due to the deadly toxins emitted by this horrific enemy. Humans have resorted to their last hope in the fight to save Earth from alien colonization — an elite military team wearing a highly advanced suit of armor — the Armorines.



Thus, the stage has been set for Acclaim's latest game that tries to make the transition from comic book to video game. Like Turok and Shadowman before it, Armorines is based on a collection of comics published by Acclaim Comics. Much like Turok, Armorines is a first person action game but, unlike Turok, it will center mainly on a steady diet of shooting. And shooting. And a little more shooting.

Gamers will journey with one of two Armorines characters: Private Lewis or Private Lane, through





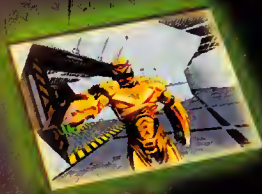


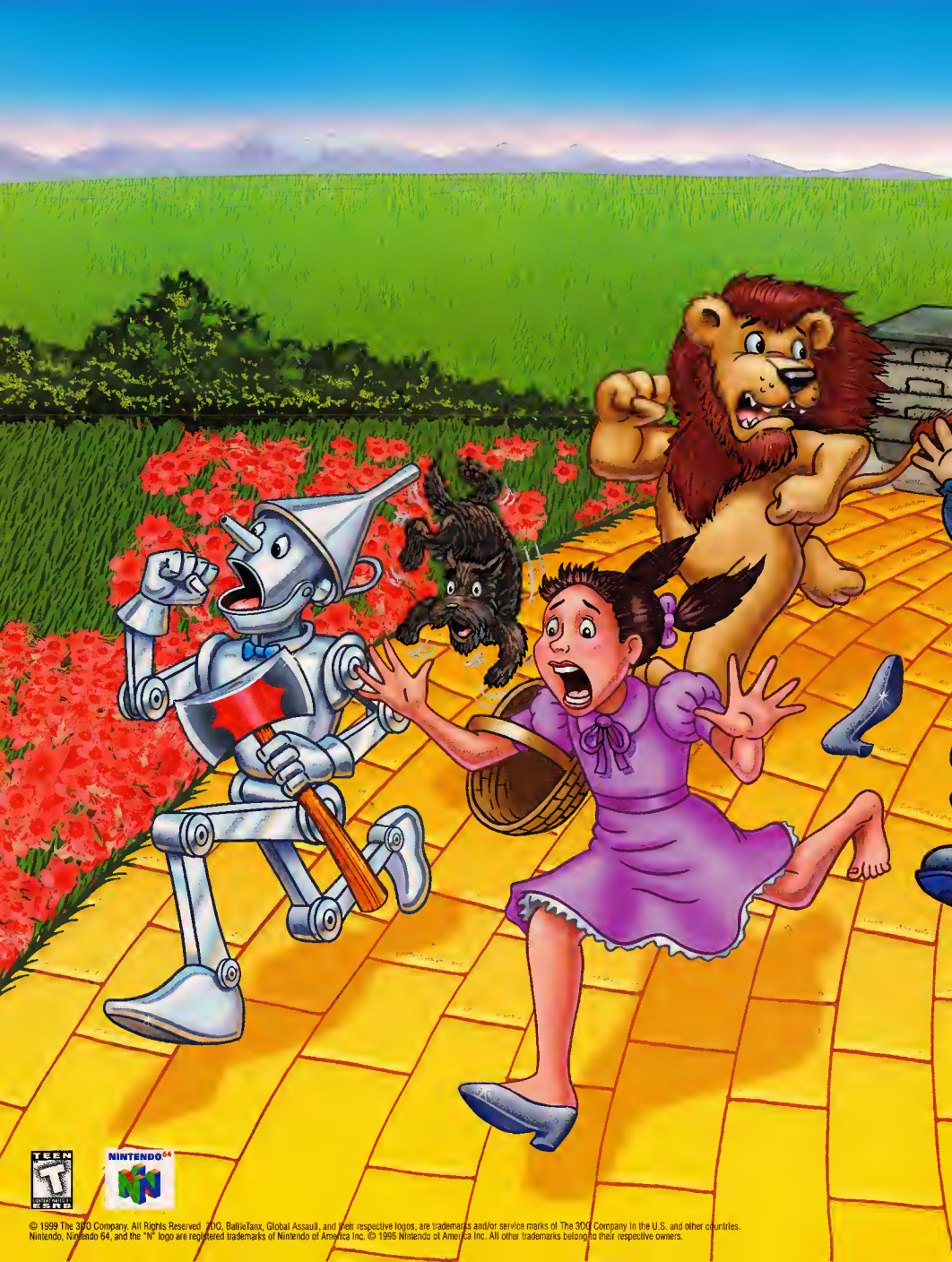
multiple environments and secret worlds, including: a Siberian Military base, where gamers must battle pollution and a heavy onslaught of alien bugs; the South American Jungle, where jungle bugs abound in an ancient Inca settlement; a Volcanic Island, where alien creatures must be eradicated from the depths of a steaming, lava-ridden volcano; the Egyptian Desert, where gamers confront alien bugs in the Valley of The Kings; and the Alien Hive, which features an asteroid-like spacecraft that carries thousands of alien insects to Earth. As players complete each level, additional secret worlds with tougher alien opponents will be revealed.

The enemies, or bugs, in *Armorines* have been programmed to attack in swarms, so you'll always be blasting away at tons of insectoids at once, without having to walk around endlessly searching for more creatures to wipeout. The enemies are all highly detailed, futuristic bugs, complete with out-of-this-world sound effects — like high pitched squeals and guttural moans. The weapons, which are always of importance in a first-person shooter (since that's all you see on-screen), are also very detailed, and range from your standard, garden-variety pea shooter, to a mondo weapon capable of annihilating entire city blocks! There's also a point system in *Armorines* that rewards players with awards and promotions based on meeting mission objectives and performance. It's not just enough to survive the impending onslaught, but you've got to look good while doing it, too!

*Armorines* features a wide range of multiplayer options, including a two player cooperative mode, which allows gamers to play a single player game in split-screen mode and four-person multiplayer (deathmatch, etc.). The game will also support the Nintendo Ram Expansion Pak and Rumble Pak. *Armorines* should be in stores by Christmas, so you better be prepared. After all, you are the last line of defense, the "best of the best", and you've got to save planet Earth.

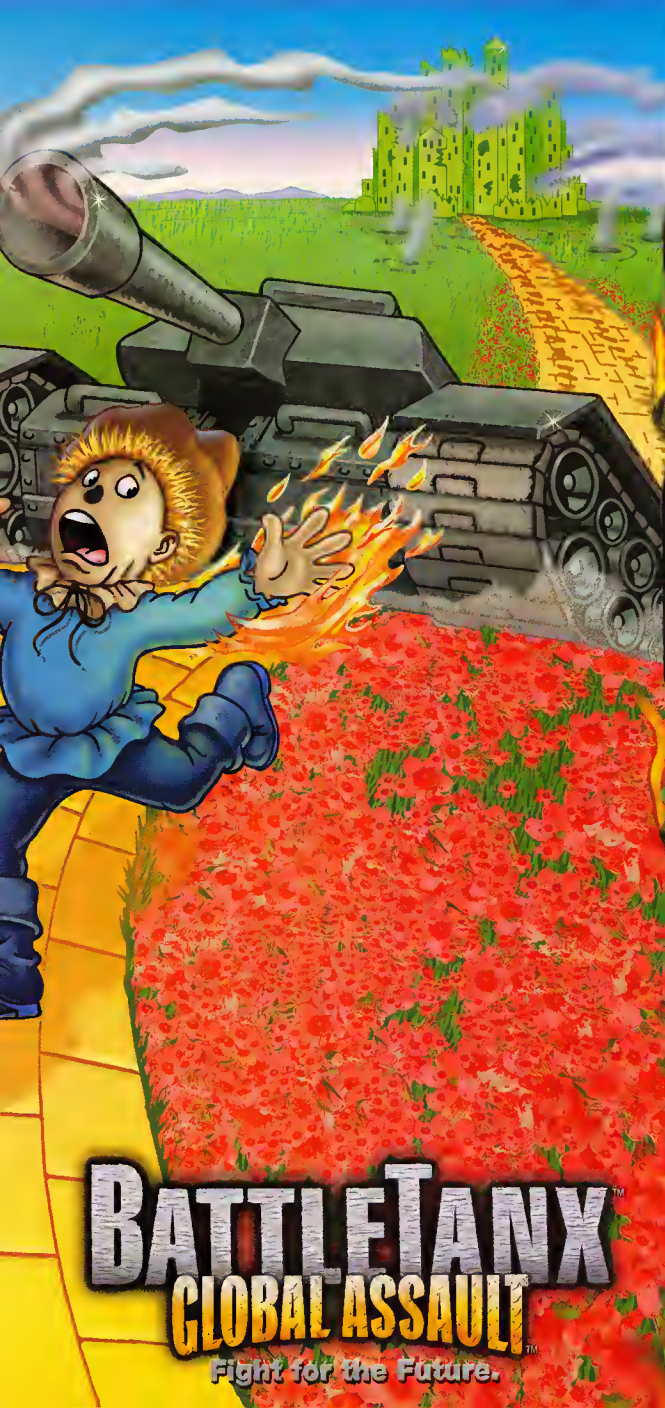
ERIC





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# BATTLE TANK™ GLOBAL ASSAULT™

Fight for the Future.



**More insane weapons  
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**Four Player  
head-to-head action**



**22 new levels and 12  
havoc-wreaking tanks**

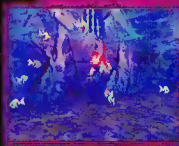
## 3DO™

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## DONKEY KONG 64

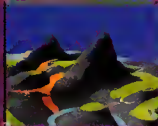


Donkey Kong, a name on the short list of classic video game personality icons that includes Pac-Man, Frogger, and G'Bert, is scheduled to make his first appearance on the Nintendo 64 system on November 22nd. You may recall the popular Donkey Kong Country series back on the SNES, where DK took his static screen action/platform style to a then revolutionary side-scrolling A/P format. Well, we're here to tell you that DK has truly gone into the 3D world, as Donkey Kong 64 brings everyone's



favorite ape into the go anywhere environments similar to the ones that his friends Mario and Banjo Kazooie have traveled. Besides DK, players will also be able to play as Diddy Kong, and some new characters named Tiny, Chunky, and Lanky. Each of the five characters has

a unique set of abilities that will allow them to get through the various levels of the game. In fact, each of the five characters will need to take their own path in getting through the eight different worlds. You'll be able to take each character only so far before you have to use another one and have him catch up with the rest of the characters. There are mini-games and power-ups galore within DK 64, like pineapple launchers and peanut pistols. You'll also be able to do things like shoot Diddy Kong out of a cannon, take Donkey Kong for a hair-raising ride on a mine cart, and explore the ruins of an ancient Aztec temple with Tiny.



## CYBERTIGER

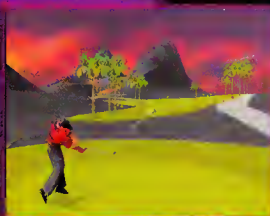
|                  |
|------------------|
| <b>PUBLISHER</b> |
| <b>EA</b>        |
| <b>DEVELOPER</b> |
| <b>EA SPORTS</b> |
| <b>PLAYERS</b>   |
| <b>1-4</b>       |
| <b>AVAILABLE</b> |
| <b>OCTOBER</b>   |
| <b>GENRE</b>     |
| <b>SPORTS</b>    |



Electronic Arts has their sights set directly at Nintendo and, more specifically, Mario Golf, as they get ready to release their own arcade style golf game featuring Tiger Woods, oddly titled CyberTiger. According to the folks at EA, that's a modern

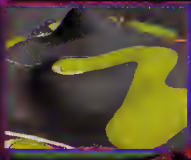


title that conveys fun, fast playing, arcade-style golf, and yet still manages to get Tiger's name in there! Hmmm, we think we may have something here... "Tiger Golf." Anyway, the goal of Tiger's golf game is to make things as simple as possible, allowing beginners



to have just as much fun as "experienced" video game golfers. Of course, golfers in the know will appreciate the liberal use of the sound bite "YOU do man" and plenty of motion captured Tiger fists pumps. The gameplay revolves around a simple one-touch system, letting everyone with one finger crush 300-yard drives

and dropping 45-foot putts like nickels. The gameplay is so quick, in fact, that EA claims gamers will be able to complete 18 holes in less than 30 minutes. There's a player editor where you can create your own golfer, and then you'll be able to track his stats as you complete tournaments. There should be at least three real courses plus one fantasy course by the time the game is finished. Lastly, you will be able to unlock hidden characters and golf power-ups will be spread around the course. Cool.





## ROADSTERS



|                  |
|------------------|
| <b>PUBLISHER</b> |
| <b>TITUS</b>     |
| <b>DEVELOPER</b> |
| <b>TITUS</b>     |
| <b>PLAYERS</b>   |
| <b>1-4</b>       |
| <b>AVAILABLE</b> |
| <b>SEPTEMBER</b> |
| <b>GENRE</b>     |
| <b>RACING</b>    |



Roadsters, or Roadster Challenge as it used to be called, is set to finally arrive at your local retail store in September. We originally previewed this title (back when it was called Roadsters 98) last year in our Winter 99 issue. We thought the game looked good and was ready to go back then, but Titus has used the extra development time to incorporate some extra gameplay features, like a new betting mode where drivers can place wagers before each race, betting on such things as highest top speed, quickest lap time, and other variables not necessarily associated with actually winning the race (although you can bet on that, as well). Trading cars is also listed as a major element in the gameplay of Roadsters. There are more than 30 different convertibles to drive in Roadsters (thus, the name) and although they are not "officially licensed" cars, they are drawn in enough detail where if you're into cars, then you should be able to say "wow" — that one looks just like the BMW Z3. Roadsters also features 10 different tracks that range from snazzy mountain tops to scenic oceanside courses. Same of the courses are raced at night, and the cars will then sport bright halogen headlights! Actually, the weather and the time will shift during the course of the race, so it's possible to start a race under sunny skies, only to wind up racing in the dark during a rain storm!



## WINBACK: COVERT OPERATIONS

|                     |
|---------------------|
| <b>PUBLISHER</b>    |
| <b>KOM</b>          |
| <b>DEVELOPER</b>    |
| <b>KOM</b>          |
| <b>PLAYERS</b>      |
| <b>1-4</b>          |
| <b>AVAILABLE</b>    |
| <b>OCTOBER</b>      |
| <b>GENRE</b>        |
| <b>ACTION/SHOOT</b> |



You are Jean-Luc Cougar, member of S.C.A.T. (Strategic Covert Actions Team), and the main man in Kaei's 3rd person Action/Shooter, WINBACK: Covert Operations. As a member of the 10-man S.C.A.T. team, it's up to you to infiltrate an underground central center and retake it from a group of terrorists, who are threatening to use the laser equipped satellites to destroy the mythical country of Argent. It seems that the government of Argent helped its neighboring country of



Belrest during a civil war a few years back. After the war, the country was able to reestablish itself as an independent nation, and its economy has thrived. However, a few extremists remained and it is they, the "Crying Lions", who have taken over the central center. Apparently, the terrorists

are making no demands — they're just going to start picking of cities of Argent with their newly acquired satellite lasers! It may be easier to just destroy the satellite than to try and get the S.C.A.T. team into the underground complex, since there are only two ways to get in! However, since the terrorists took control of the command center, they were able to hide the GULF Satellite System from view. Now what are you going to do? Wow — besides the great storyline and exciting one-player mode, WINBACK also offers a quick playing four-player Deathmatch mode that even GoldenEye would envy. Check out our complete review of WINBACK in the Winter 2000 issue!





## VIGILANTE 8: SECOND OFFENSE



|                      |
|----------------------|
| <b>PUBLISHER</b>     |
| <b>ACTIVISION</b>    |
| <b>DEVELOPER</b>     |
| <b>LUXOFLUX</b>      |
| <b>PLAYERS</b>       |
| <b>1-4</b>           |
| <b>AVAILABLE</b>     |
| <b>NOVEMBER</b>      |
| <b>GENRE</b>         |
| <b>ACTION/COMBAT</b> |

Activision had one heck of a terrific product last year with Vigilante 8. This high-charged action/combat title proved that the PlayStation isn't the only place where great vehicular combat games can be found! So, if you've got a

terrific franchise and a title that (most) everyone enjoys, the next logical step would be to develop a sequel, right? But, of course, Francois, and that is exactly what Activision has done with the announcement that Vigilante 8: Second Offense will be available this fall. Everything that made the original V8 such a hit — a go-anywhere

environment where just about anything can be blown to bits, wacky '70s characters, and fantastic graphics — are all packed into V8-2 along with many new and improved features.

Second Offense is jammed with 12 different levels that span across the country, including

locations such as Wisconsin (where the action takes place at a nuclear power plant), Utah (the winter Olympics), Louisiana (a bayou, of course), and Pennsylvania (a steel mill), just to name a few.

This time around there are 17 vehicles to choose from, all of which can be modified by purchasing new parts and weapons. As a bonus, your on-screen machine-of-destruction will change its appearance each time you upgrade it! There will be four different gameplay modes, including Quest, Brawl, and Desperado. In multiplayer action, you can select Quest, Ca-op, Versus, Brawl, Team, and Desperado. Vigilante 8: Second Offense should be out before the holiday gift buying



season begins, so keep your eyes out for Slick Clyde and the rest of the VB gang!



## PERFECT DARK

|                    |
|--------------------|
| <b>PUBLISHER</b>   |
| <b>NINTENDO</b>    |
| <b>DEVELOPER</b>   |
| <b>RARE</b>        |
| <b>PLAYERS</b>     |
| <b>1-4</b>         |
| <b>AVAILABLE</b>   |
| <b>NOVEMBER</b>    |
| <b>GENRE</b>       |
| <b>SHOOTER/ADV</b> |



Nintendo and GoldenEye 007 developer Rare are finally getting out another first person shooter, this one called Perfect Dark. We say "another" because it's not a sequel to GoldenEye (most noticeably, there's no James Bond license for the game), but rather a stand alone title

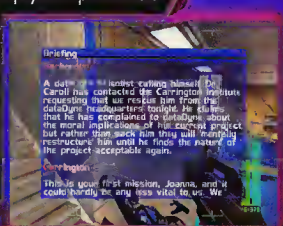
that is set in the future — specifically the year 2023 (about the time when you'll be telling your kids not to spend so much time playing video games!). The story begins with a distress signal emitting from the powerful dataDyne Corporation. As Special Agent Joanna Dark, you are set to answer

that call soon and your world will never be the same. You'll take Joanna from the tops of the Chicago skyscrapers to an alien crash site at the bottom of the Pacific Ocean. Apart from the intriguing storyline, Perfect Dark looks to capture the imagination of game players by creating a scenario where stealth and espionage are paramount. The artificial

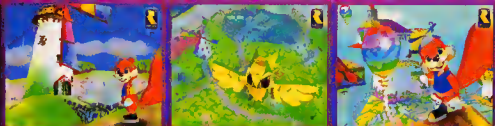


intelligence has been tuned so that the computer enemies will employ a number of different tactics to stop you: cover recognition, long-range teamwork, and the ability to distinguish potential threats are just some of their abilities. The multiplayer modes include a deathmatch mode where up to eight players can compete. Yup, four humans and four computer 'droids can have at it, making Perfect Dark a manic mayhem masterpiece of mutated multiplayer manipulation. Huh?

In other words, it's phat, phreaky, phantastic, phabulous, phun for the phull phreakin' phamily!







## TWELVE TALES CONKER 64



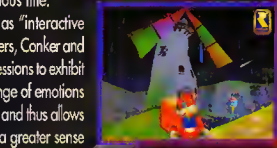
|           |           |
|-----------|-----------|
| PUBLISHER | EA        |
| DEVELOPER | BLACK OPS |
| PLAYERS   | 1-2       |
| AVAILABLE | NOVEMBER  |
| GENRE     | SPORTS    |

|           |            |
|-----------|------------|
| PUBLISHER | NINTENDO   |
| DEVELOPER | RARE       |
| PLAYERS   | 1-4        |
| AVAILABLE | DECEMBER   |
| GENRE     | ACTION/ADV |

Twelve Tales: Conker 64 is a title that the gaming press and consumers alike have been discussing for almost TWO years. Rare recently changed the name (you may recall that it used to go under the name of "Conkers Quest") and coughed up a bit more information on this near infamous title.

Conker 64 is being developed as "interactive cartoon", where the main characters, Conker and Berni, will have multiple facial expressions to exhibit their current mood status. This range of emotions brings the characters more to "life", and thus allows the player to feel as if he/she has a greater sense of interaction with them. Twelve Tales takes place in a variety of locations, all with enough surprises and dangers to keep Conker's face constantly contorting! Not only do the Conker & his sweet Berni show their emotions — so do the many bad guys found in Twelve Tales! Some of the areas of note are the Wild West, Ancient Greek Arena,



the Woodlands, and the Seafont. The levels are all typically massive (in the Banjo Kazooie tradition) and feature some of the most colorful, cartoon-styled graphics found in a home console game. Besides the traditional single-player quest mode, there's also a simultaneous two-player cooperative mode where separate players can take control of Conker and his owl companion, and a four-player split-screen deathmatch mode. Also, in the one-player game, you'll have a markedly different experience depending on whether you choose to play as Conker (arcade-style with a wide range of direct attacks to offer) or Berni (more strategy oriented).

## KNOCKOUT KINGS

|           |           |
|-----------|-----------|
| PUBLISHER | EA        |
| DEVELOPER | BLACK OPS |
| PLAYERS   | 1-2       |
| AVAILABLE | NOVEMBER  |
| GENRE     | SPORTS    |



Electronic Arts has brought many of the famous EA Sports brand sports games over to the N64 over the years (NBA Live, Madden Football, the FIFA series, etc.) with

varying degrees of critical and retail success. Their latest effort, Knockout Kings 2000, looks like it should be able to win over the toughest consumer as well as the most jaded critic. Knockout Kings 2000 for the Nintendo 64 is being developed by Black Ops, and is chock full of over-the-top arcade style gameplay that



really makes it stand out from its simulation-heavy PlayStation counterpart (developed internally by EA). Due to the size limitations of the cartridge format, however, the N64 version will only be able to feature about 25 fighters — about half as many as can be found in the CD-based

PlayStation version. But, other than the number of fighters, N64 owners will still be treated to all of the fighter animations and other features that are found in the PSX title. Some of the 25 boxers found in KK2K include Ali, Frazier, the Sugar Rays, Norton, De La Hoya, Duran, and Masley. There will also be a create-a-boxer mode allowing the gamer to personalize his own fighter, and then try and make it up the ranks in the Career mode. There's also a Slugfest mode where there are no rules, no refs, but lots of arcade-style boxing action! If you do want to see the ref, you'll find famous ref (and judge) Mills Lane keeping an eye out for low-blows.



| TALE OF THE TAP |        |           |        |
|-----------------|--------|-----------|--------|
| JOE             |        | HOLYFIELD |        |
| STATS           |        | STATS     |        |
| 87              | WEIGHT | 82        | WEIGHT |
| 300             | WEIGHT | 24        | WEIGHT |
|                 | REACH  |           | REACH  |
|                 | 77     |           | 77     |



## MADDEN NFL 2000



|                  |
|------------------|
| <b>PUBLISHER</b> |
| <b>EA</b>        |
| <b>DEVELOPER</b> |
| <b>EA SPORTS</b> |
| <b>PLAYERS</b>   |
| <b>1-2</b>       |
| <b>AVAILABLE</b> |
| <b>SEPTEMBER</b> |
| <b>GENRE</b>     |
| <b>SPORTS</b>    |

Things seem to be looking up for the Madden series from EA Sports — this year's version has a whole slew of new features never before seen in a console gridiron game.

Madden 2000 sports a faster frame rate this time around, and manages to do it while increasing the polygon count on the players, and doubling up on the number of player animations. You'll see big 'ol offensive linemen, skinny wide outs, and muscular running backs. Not only will this be a visual additive, but the weight difference will also play a roll in the physics of the game, as well. For instance, a 240-pound fullback won't be taken down so easily by a 180 lb. DB as he would by a 300 lb. lineman. Of course, the new feature that we think will really increase the



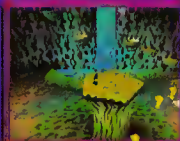
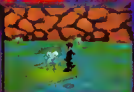
replay factor is the addition of "The Madden Challenge". In the Madden Challenge, there will be multiple levels of tasks to complete, and when you do so, you'll gain access to a secret team or other special rewards. The level 1 difficulty may include things like "complete a ten-yard pass", or "run for a 5-yard gain", while a level 5 goal may be "run a punt back for a TD" or "pass for 500 yards in a single game".

Also, players can now go on hot or cold streaks, there's the ability to lead your receiver to a particular spot, and there's plenty of audio clips that contain many taunts and celebrations!



## BLUES BROS 2000

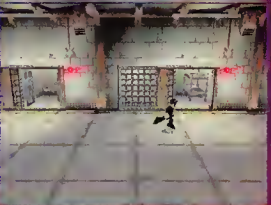
|                   |
|-------------------|
| <b>PUBLISHER</b>  |
| <b>TITUS</b>      |
| <b>DEVELOPER</b>  |
| <b>PLAYER 1</b>   |
| <b>PLAYERS</b>    |
| <b>1-4</b>        |
| <b>AVAILABLE</b>  |
| <b>OCTOBER</b>    |
| <b>GENRE</b>      |
| <b>ACTION/ADV</b> |



It's hard to believe that there actually was a Blues Brothers 2000 movie — who's idea was THAT, anyway? You can almost hear the movie producers talking, "Sure, the original movie was released 20 years ago and the fat guy's dead, but we'll replace

him with another fat white guy, a black guy to add 'soul', and a kid to attract the younger demographic." Oy, and they were surprised the movie sunk to the bottom of the sea faster than Jimmy Hoffa. Well, as you're mamma and schoolteacher taught you, every cloud has a silver lining, and for the Blues Brothers, that lining may turn out to be the N64 game that is loosely based on the movie. Your goal, as a recently un-incarcerated Elwood Blues, is to search the five levels (each with five sublevels) looking for your bandmates in an attempt to get the band back together. Sounds

a bit like Journey Escape, but that was a long time ago (about the time the original Blues Brothers came out!). Elwood (and you) will traverse through city streets and sewers as you avoid ghosts (the moaning is probably coming from Jake), bounce and smash enemies, and collect as much cash as you can. The levels range from traditional Mario-style 3D platforms, to track-based obstacle courses. The environmental musical puzzles make certain that the R&B style is well represented, and there's even a multiplayer mode.





# EARTHWORM JIM 3

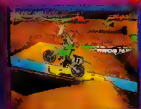


**FIGHTING TO SAVE THE WORLD, THE UNIVERSE, HIS OWN MIND!**



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## SUPERCROSS 2000

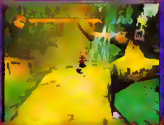


Just when you thought the Nintendo 64 gads weren't paying their due respect to the world of off-road motor sports, along comes three different games by the end of the year: Manster Trucks (see review in the Judgment 64 section), Jeremy McGrath SuperCross 2000 (also previewed in nearby pages), and the subject of this preview, SuperCross 2000. Electronic Arts and developer MBL had the game on display at E3 last May, and we were impressed with the game way back then.

Since that time, MBL has been able to add more features, like 25 of the world's top SuperCross and Freestyle Motorcross riders, dozens of stunt jumps including nac-nacs, the superman, heel-clickers, and whips. The stadiums now have more realistic tracks that actually develop grooves and



cuts that affect your ability to maneuver your bike. One thing about SuperCross 2000 that hasn't changed is its sophisticated physics model that allows for very realistic bike control. You can race in full season mode, head-to-head against a friend, or apt to put on a radical stunt display in the big air freestyle trick mode. In season mode, you can select one of the 25 professional riders, or create your own rider with your own distinctive racing style. There will be play-by-play provided, but it's not sure at this time if it will be a one- or two-man booth! If it's just one dude, you can expect David Bailey to be the one doing the talking!



## RAYMAN 2: THE GREAT ESCAPE

|                   |
|-------------------|
| <b>PUBLISHER</b>  |
| <b>UBI SOFT</b>   |
| <b>DEVELOPER</b>  |
| <b>UBI SOFT</b>   |
| <b>PLAYERS</b>    |
| <b>1</b>          |
| <b>AVAILABLE</b>  |
| <b>OCTOBER</b>    |
| <b>GENRE</b>      |
| <b>ACTION/ADV</b> |

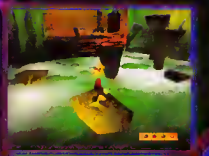
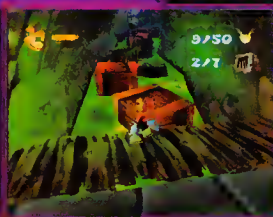


Rayman 2: The Great Escape, is a 3D action-adventure game that stars Rayman, nimble & fleet-footed character that sold a gaggillion copies of his first title (Rayman) was only available on the PlayStation). This new N64 sequel starts off with a 3D engine that may not be equalled in terms of

graphic clarity and variation. Rayman's world includes pirate ships, rainforests, waterfalls, caverns, swamps, rivers, giant whales and more! The basic premise in Rayman 2 is to search the different levels in order to find all 1001 lums (as we understand it, a "lum" is like a glowing piece of light, or an "orb")

of harmony, battling many enemies and freeing many friends along the way. As Rayman releases his enslaved companions, they will help prepare him for the final battle to save the world! In all, there are 45 different levels spanning across 13 highly detailed 3D worlds. To help maneuver through the massive levels, Ubi Soft gave Rayman the ability to

master many different moves. Some of the things Rayman can do include jump, swim, helicopter through the air using his "hair", climb rocks, hang from trees, swing across canyons, and even climb along horizontal surfaces like ivy, spider webs, and other rocky surfaces. Rayman 2: The Great Escape is also home to one of the more elaborate musical soundtracks, as the game contains numerous songs not normally found in a cartridge game. The songs, accompanied with breakthrough cinematic sequences, give Rayman 2 a real polished feel — check it out in the issue of Q64!





## NBA JAM 2000

**PUBLISHER**  
**ACCLAIM**  
**DEVELOPER**  
**ACCLAIM**  
**PLAYERS**  
**1-4**  
**AVAILABLE**  
**NOVEMBER**  
**GENRE**  
**SPORTS**

With NBA Jam 2000, Acclaim is getting back to the heart of what made the original NBA Jam a classic — 2-on-2 arcade gameplay. To be honest, NBA Jam 2000 is actually TWO games in one — there's also the 5-an-5 simulation made that was the focus of last year's NBA Jam 99 (that game had a 5-an-5 Jam mode). The player models for Jam 2000 have been vastly improved, sporting more polygons, smooth skin Hi Rez textures, and real-life player faces.

In Jam mode, the players are even more detailed, and special f/x are the norm in this mode, where sparks fly, smoke rises, and fireballs light up the nighttime sky. The Jam mode also features over 50 new high flying over-the-top dunks, and an expanded create-a-

player option to let you design some pretty bizarre looking players! On the simulation side of things, Acclaim has increased the GM mode tenfold, to the point where you can even invite guys to training camp, and then cut the ones that don't make the grade! You will also have to handle the salary cap, so you won't be able to trade a chump for a champ.

There's also a new, deeper play calling system designed by NBA scouts. And, saving the best news for last, Bill Walton WON'T be doing the color commentary this year!

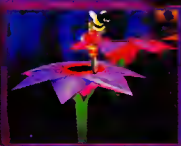
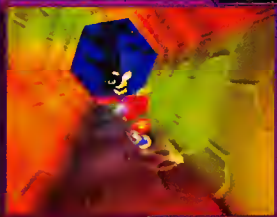


## SPROCKET

**PUBLISHER**  
**UBI SOFT**  
**DEVELOPER**  
**BUCKER PUNCH**  
**PLAYERS**  
**1**  
**AVAILABLE**  
**NOVEMBER**  
**GENRE**  
**ACTION/ADV**



First time developer Sucker Punch was at the E3 industry trade show last May showing off their first game, tentatively titled "Sprackel". The game garnered so much attention and praise that developers of other action/adventure titles stood up, took notice, then went back to the drawing board to do things like "those guys over at Sucker Punch". Not a bad way to make a first impression, huh? Well, publisher (and developer) Ubi Soft thought enough of Sprocket to get the game into



their stable, even though they already had two action/adventure games (Tanic Trouble & Rayman 2) in the works.

The storyline behind Sprackel the lead character is a toy robot who must save the Extra-galactic amusement park, Whoopie World, from the crazed mascot Ja Ja the

Raccoon (never trust an animal that wears a mask). It seems as if Ja Ja has gone bonkers, and now he wants to destroy Whoopie World before Opening Day — and that's tomorrow! The large levels all have mini-levels within, and different ways of getting around. For example, there are chariots, go-karts, boats, and robotic porpoises. One of the more intriguing levels features a roller-coaster editor that lets you design your own roller coaster ride, then take it for a test drive while amassing bonus points. Sounds cool! Another cool feature is that Sprocket uses a pretty realistic physics engine that makes the random game objects move, bounce, and ricochet like they would in the real world.



## ASTEROIDS

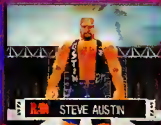


**PUBLISHER**  
GRAVE  
**DEVELOPER**  
SYROX  
**PLAYERS**  
1-2  
**AVAILABLE**  
SEPTEMBER  
**GENRE**  
SHOOTER

Who truthfully says that they've never heard of the game Asteroids? We don't see any of you raising your hands, so we'll assume that EVERYONE has heard of the legendary game (either that, or you're too young to admit it!). Some video game historians would argue that Asteroids, which predates even Pac-Man, is the father of all video games, the game that started the arcade gaming revolution. That being stated, it's actually a surprise that no game company has tried to update the classic game with a modern makeover. We guess that it's no longer a mystery as to why because Grave Entertainment is finally bringing out an updated version — simply called Asteroids. Not "Super Asteroids" or "Asteroids 2000", or even "Asteroids 64", but simply Asteroids (which is a nice touch, by the way). Of course, what would an update be without some fresh features? The good news is that the new Asteroids has a bunch of different play modes, including "Tow-Rope Co-op", four-player standard, competitive team deathmatch, and Color Clearance modes. There will be 50 levels spread out over five different zones, and there will be 15 different kinds of asteroids. The asteroids come in various shapes and colors, and have different effects on your ship (functional failure, loss of fire power, no thrust, etc.). Check out our complete review of this updated classic in the Winter 99 issue of Q64.



## TRUHN



**PUBLISHER**  
THQ  
**DEVELOPER**  
AKI  
**PLAYERS**  
1-4  
**AVAILABLE**  
NOVEMBER  
**GENRE**  
SPORTS



to see in WWF include: more than 50 WWF superstars (The Rock, Stone Cold, HHH, Mankind, and all the other "stars"), wrestler entrances complete with all the trimmings (music, pyros, etc.), on intricate create-a-player mode, tons of pay-per-view events, signature moves of each wrestler (including bounties and monisms), many different game modes (including cage and weapon matches), improved gameplay that features hundreds of new animations and maneuvers, and many more items that fans of professional wrestling games have to come to expect.



Probably the biggest news for wrestling fans in 1999 was the announcement that THQ, publishers of WCW vs nWo Revenge, had obtained the rights to publish games using the WWF license. It's tough for even the most knowledgeable wrestling fan to keep up with — after all, THQ had WCW, but now they've got WWF and Acclaim had WWF, but now they've got no license of any sort, and Electronic Arts, which previously hadn't done a wrestling game, now has the WCW license. If you were really skeptical, you might think all of this was planned, and just a continuing soap opera just like "real" wrestling! Well, we're here to tell you that that's not the case. However, now that THQ does have the WWF, they're bringing back developer Aki (those responsible for Revenge) and are planning on bringing out a real "four-de-force" with Wrestlingmania. Some of the things that you can expect





**PUBLISHER**  
**EA**  
**DEVELOPER**  
**KODIAK**  
**PLAYERS**  
**1-4**  
**AVAILABLE**  
**NOVEMBER**  
**GENRE**  
**SPORTS**

NFL QB Club 2000 marks the third edition of the popular football series by Acclaim. QB Club has always been known for delivering the best graphics of any home gridiron game, and 2000 should be no different. The details keep getting more and more realistic, so QBC 2000 has players that wear eye black, breath strips (those band-aid looking things on their noses), elbow pads, and even finger tape! Acclaim, who motion captured a good portion of the New York Jets team, has put in over 1,200 new character animations. The new animations range from numerous types of tackles and collisions, to "after the play" celebrations like salutes and dirty (bird) dances. On offense, virtual quarterbacks can test their mettle with the



new Pin-Point Passing system that allows you to more accurately "lead" your receiver into an open position on the field. The GM mode features Acclaim's Total Team Management, where you have to draft, sign, and release individual players. Of course, while you do all of these things, you'll have to keep in mind the salary cap! The AI has been revamped this year, thanks in part to Charlie Weiss, the Offensive Coordinator for the Jets. You can elect to use your teams playbook, or you can select to use one from another team.



**PUBLISHER**  
**EA**  
**DEVELOPER**  
**KODIAK**  
**PLAYERS**  
**1-4**  
**AVAILABLE**  
**NOVEMBER**  
**GENRE**  
**SPORTS**



The WCW and Electronic Arts have joined forces to bring us WCW Mayhem, a full-fledged wrestling title that should hit the store before Thanksgiving. Despite the fact that this is EA's first attempt at a wrestling game, mayhem should have all of the features that diehard wrestling fans have come to expect. Some of the things you can expect to find in Mayhem include more than 50 wrestlers (Hogan, Diamond Dallas, Sting, Goldberg, et al., and many hidden bonus characters), 15 WCW sets (Monday Nitro, Thunder, Saturday Night, and 12 pay-per-view), accurate crowd reactions (complete with boos, chants, & cheers), and tons of animations and play-by-play commentary. In fact, there are more than 600 different motion captured wrestler animations, insuring that all of your characters' favorite moves will be in the



game. Also, the commentary features more than 8,000 lines of dialogue, making WCW Mayhem a game that won't repeat itself too often! Tony Schiavone, Bobby Heenan, and mean Gene Okerlund are the guys doing all the talking, so you know it will be relevant and sometimes controversial. Each wrestler will have their own entrance, complete with theme music, pyrotechnics, real-time lighting, and multiple graphic effects. Of course, no wrestling game would be complete without a create-a-wrestler mode, and in WCW Mayhem, the announcer will say the name of the character you create (based on a nickname you can choose from more than a dozen different names).





## SPACE INVADERS

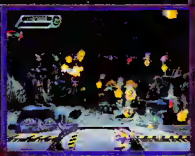


**PUBLISHER**  
ACTIVISION  
**DEVELOPER**  
Z-AXIS  
**PLAYERS**  
1-2  
**AVAILABLE**  
OCTOBER  
**GENRE**  
SHOOTER

The retro trend toward 64 bit gaming continues, as Activision is continuing along with its next revamped retro title. Like Asteroids before it (published by Crave for the N64) and Rabatran 64, Space Invaders takes the popular game from the early '80s and gives it a graphical and gameplay facelift for the '90s. While not messing too much with the original's addicting formula — players still take aim from inside a land-based tank and dodge and attack wave after wave of aliens intent on world invasion — this new version of Space Invaders features immersive 3D worlds, innovative, polygonal 3D graphics, stunning special effects, explosive weapons and cool cinematic cut-scenes. In addition, the game features



a new and innovative power-up system that adds a whole new element of strategy to the game. During gameplay, your ship will build up a special weapon meter dependent on shooting same-colored aliens. Once the meter has filled all the way up, you will be able to let loose with a variety of different shots. Depending on which color you collected, some will take out a whole vertical row of aliens in one blast, while others will hit one enemy then careen sideways or diagonally. There are over 20 different enemies to contend with, as well as huge bosses after every ten levels.



## DESTRUCTION DERBY 64

**PUBLISHER**  
THQ  
**DEVELOPER**  
LOOKING GLASS  
**PLAYERS**  
1-4  
**AVAILABLE**  
NOVEMBER  
**GENRE**  
ACTION/RACING



One of our most cherished and sentimental favorites for the PlayStation is finally coming out for the N64. That's right, everybody's favorite "crash 'em up", Destruction Derby is soon to make an appearance for the N64, thanks to THQ and Looking

Glass Studios. For those of you not familiar with the PSX version, the gameplay was simple — smash the other cars to earn points, and use your accumulation of points to increase to the next level. What made the game such a blast to play was the sense of destruction as

two or more cars collided at very high speeds. Parts would go flying all over the place, wheels would fall off, yet you could drive your car (albeit not real well) even with only one or two tires left! THQ promises to deliver this same kind of explosive action on the N64 version, but with even more attitude and even more amazing

types of gameplay mayhem. There will be seven different game modes, including Bomb Tag and Capture the Flag in multiplayer games, and Championship mode in single-player games. There will be 12 different "smashing" locations, ranging from junkyards and backroads to deathmatch circular arenas (where the real destruction takes place!). More good news comes from the fact that the 24 different car models will be able to take on damage and that means we'll get to see the cars in many severely mangled ways!





# NUCLEAR STRIKE 3

**PUBLISHER**  
THQ  
**DEVELOPER**  
PACIFIC COAST  
**PLAYERS**  
1-2  
**AVAILABLE**  
DECEMBER  
**GENRE**  
SHOOTER

In case you haven't noticed, THQ is quietly becoming one of the more prolific 3rd party software publishers for the Nintendo 64. They have released a trio of WCW wrestling games, the first RPG for the system (Quest 64), and a kart-style racer (Penny Racers). Now, THQ is really turning up the heat with half a dozen titles slated for release by the end of the year. Check out this formidable lineup: Road Rash 64 (reviewed in this issue), Destruction Derby 64, Bassmasters 2000, WWF Wrestlemania, Brunswick Circuit Pro Bowling, and the topic of this preview, Nuclear Strike. Nuclear Strike is actually the third in a series of "Strike" games that originally came out for the Sega Genesis, and is now being brought back to life by THQ and developer Pacific Coast Power & Light (the same people that did Road Rash 64). In Nuclear Strike, your mission is to

command an assortment of different vehicles (Apache Helicopter, Harrier Jets, tanks, and others) through various levels, blasting the crud out of just about everything you see. The long-term goal is to stop a lunatic madman from starting World War III; the short-term goal is to just survive all of the different tasks that each level has to offer! Nuclear Strike starts off set on an island paradise, then moves to various locations around the globe until you eventually wind up deep in the jungles of Asia. If the N64 version turns out anything like the old Genesis versions, Nuclear Strike will be one heck of a game!

# READY 2 RUMBLE

**PUBLISHER**  
MIDWAY  
**DEVELOPER**  
MIDWAY  
**PLAYERS**  
1-2  
**AVAILABLE**  
NOVEMBER  
**GENRE**  
ARCADE

Unless you've been living under a rock for the past six months, then you've no doubt heard of Midway's soon-to-be-released arcade-style boxing game, Ready 2 Rumble. If you are one of the rock people, then we will help you in your lack of Ready 2 Rumble knowledge! First of all, the game is all about the various fighters and their personalities and over-the-top abilities. Each of the twenty or so different boxers is drawn in great detail, and are full of style. Colorful fighters with big hair, big shoes, tall socks, multicolored outfits, and wacky facial expressions are just the beginning. Like in most boxing or fighting games, the characters all have their own distinct brand of fighting. However, in Ready 2 Rumble, these boxers have an amazing assortment of punches, combos, and tricks

that would make even the most accomplished arcade fighter proud. What really brings it all together for R2R, though, is the fact that the animations are just as over-the-top as the clothes and personalities of the fighters! There's huge uppercuts, looping round-houses, big ol' lunges, and plenty of different "crazy" punches that don't even have names! R2R features on arcade mode, a championship mode, and a two-player mode (duh!). In the championship mode, you can create your own boxer, manage his career (and money; that you can spend on upgrading the gym), and build up the boxer (strength, stamina, and speed) so that he's ready to challenge for the title!

## HOT WHEELS TURBO RACING



**PUBLISHER**  
EA  
**DEVELOPER**  
STORMFRONT  
**PLAYERS**  
1-2  
**AVAILABLE**  
OCTOBER  
**GENRE**  
RACING

Just when you thought it was safe to take a break from playing Beetle Adventure Racing, Electronic Arts is set to release another highly addictive driving game for the Nintendo 64. Hot Wheels Turbo Racing revolves around the famous little die-cast (and occasionally plastic) cars that kids and adults alike have been playing with and collecting for over 30 years! By the time the game design is finalized, Hot Wheels will have 40 different cars to choose from. For the old timers, and collectors, many of the cars will be of the "red-line" variety (the original Hot Wheels had a red pencil-thin circle around the outside of the black plastic tires). The Red Baron, the Mongoose, and the Twin Mill are among the red-lines listed. Some of the new Hot Wheels that can be selected are the Purple Passion, Shadow Jet, and Speed Blaster. As you blast your Hot Wheel through the five different tracks, you'll have many an opportunity to pull off tricks and stunts, whereby you'll gain Turbos (required for going extra super-de-duper fast). Depending on which Hot Wheel you are driving, you'll be able to perform stunts like 360's (multiple), barrel rolls, and dizzying mid-air spins. If you land a trick, you'll be rewarded with anywhere from 1-5 turbos, depending on the difficulty of the stunt. Some of the tracks feature loop-the-loops, criss-crosses, and even a "danger-changer".



Hot Wheels Turbo Racing also includes a musical sound track by groups Mix Master Mike, Rev. Horton Heat, Meat Beat Manifesto, Primus, and others.

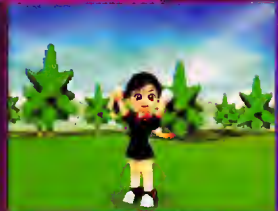


## MARIO GOLF

**PUBLISHER**  
NINTENDO  
**DEVELOPER**  
CAMELOT  
**PLAYERS**  
1-4  
**AVAILABLE**  
AUGUST  
**GENRE**  
SPORTS



Mario Golf is not your traditional (i.e., boring) golf video game. Instead, Mario Golf is patterned after one of the best games ever made — Hot Shots Golf for the PlayStation. The reasons for this are two-fold: 1) Hot Shots is an amazing game, and 2) Mario Golf is being developed by the same people that created Hot Shots — Camelot! What you can expect to find in Mario Golf is a golf game that leans more on the arcade side of gameplay than does a true golf sim. Most notably, this effect can be felt while putting, as this area of the game is more forgiving than you'd find in a typical game of golf. Also, you just don't compete in tournaments and try to win money in Mario Golf. The main goal here is to unlock all of the different players and golf courses. To unlock the



other characters (you start off with a selection of four), you'll have to challenge them to 18 holes in the "versus" mode, and if you beat them, you'll be able to play as them in any of the other game modes. In all, there are a total of ten different, familiar characters to play as (Luigi, Princess Peach, Mario, etc.). Winning a tournament in Mario Golf will open up a new course — there are a total of six courses. Hopefully, Camelot will be able to make Mario Golf as exciting as Hot Shots!





## POKEMON SNAP

**PUBLISHER**  
NINTENDO  
**DEVELOPER**  
NINTENDO  
**PLAYERS**  
1  
**AVAILABLE**  
AUGUST  
**GENRE**  
PHOTOGRAPHY

Here's a game that most of you fanatic Pokemon types have been waiting for with baited breath: Pokemon Snap. Nintendo is offering a unique gameplay element with the release of Pokemon Snap, as gamers are required to take photographs of various Pokemon out in their native (wild) habitat. You'll start off the mission with a camera and a roll of film that can take 60 pictures. Your goal is to traverse the island, looking for (and sometimes coaxing) the various Pokemon to come into camera range where you'll be able to get a good shot. Each photo that you take goes into Professor Oak's Report, no matter how poor a shot it might be. Your ultimate goal is to get the best possible picture of each of the Pokemon on the island. There are seven different safaris that you'll take to make your way around the island, and each one

will have a Pokemon a little more difficult to shoot (with the camera, of course). Sometimes you'll need to throw some Pokemon food to get them to come out, and other times you'll need to throw some Pester Balls at them in order to get their attention. As you take your photos, Professor Oak will grade each shot and give you a score for that particular photo based on how close the shot is of the Pokemon, if there is more than one Pokemon in the shot, and if the Pokemon is doing anything interesting.

Pokemon Snap certainly sounds like one of the more unique titles to come out for the N64!

## NBA LIVE 2000

**PUBLISHER**  
EA  
**DEVELOPER**  
EA SPORTS  
**PLAYERS**  
1-2  
**AVAILABLE**  
NOVEMBER  
**GENRE**  
SPORTS

NBA Live 2000 looks to bring some life into N64 basketball products this year by delivering "in your face" speech and facial expressions. If you recall from

last year, Live 99 sported some different facial expressions on the players after they did something worth shouting about. Well, for Live 2000, the players will actually accompany the look with a loud shout. We're not quite sure what they're going to say, but we can only imagine. Just

like last year, you can play in sim mode or arcade mode (high flying dunks and stuff), and the create-a-player mode has been greatly expanded. Some of the player attributes that you'll have control over include facial expression (laid back, balanced, intense), skin

tone, height, weight, facial hair, hair color, and various player ratings (good tipper, big money gambler, that sort of thing). Some of the new player animations created for Live 2000 include knuckle touches, high fives, season ending injuries, and free throws (now with Shaq's "Duck & Cover" shooting style). Other new additions to the series include a deeper create-a-player mode, allowing for over a dozen customizable attributes. There's also more sound in Live 2000; more chatter on the court, more music in the background, and the previously remarked additional smack talk.





He is coming.

Walking between worlds...

Traveling the road of souls from Liveside to Deadside

And back again.

A dead man is coming, skull in one hand,

flambeau in the other...

a voodoo mask in his chest

and lines of power in his back.

A possessed man is coming,

stalking evil in tenements and deserts,

subways and swamps,

spirit world and real world.

Shadowman is coming...

To stop the Apocalypse.

To save your soul.



# Shadow Man

Walk on  
the Deadside

Warning:

This game  
is recommended for  
mature audiences only.  
It contains adult content.



[www.acclaim.net](http://www.acclaim.net)

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## QUAKE II

"IT'S QUAKE II  
ON MY N64! COOL!"

First-person shooters sure have come a long way since Wolfenstein 3D and Doom. [Pause for laughter.] Okay, not really, but I had you going for a second, didn't I? While the games do look better, sound better, and play faster these days, the underlying premise hasn't evolved at all. You've still got to run around shooting stuff—in this case, nasty aliens known as Stroggs who are bent upon annihilation.

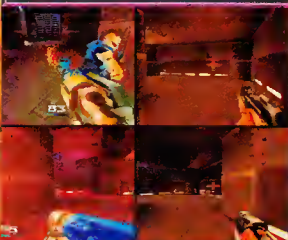
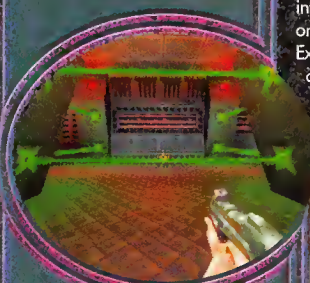
## GAMEPLAY

Quake II takes place in the first-person perspective (also known as the "nausea-inducing perspective" to non-videogame players). What this means is that you never see your character; only the barrels of the weapons he is carrying. You do have an excellent view of your surroundings, however, and can move freely through them. The perspective really draws you into the gaming experience, creating a "you-are-there" feeling.

Expert "Quokers," who play the game on their computers, generally use a combination of the keyboard and mouse. We've got to make do with the Nintendo controller. We've said it before, and I think it bears repeating—

the N64 controller is not the greatest when it comes to games such as this one. However, the developers allow you to choose from 5 preset controller configurations. If you can't find one that suits your fancy, you can also customize the button layout. You can assign movement to the analog stick, the control pad, or the yellow C buttons, for example, depending on what works best for you.

Gameplay is mission-based. You must complete a series of objectives before proceeding to the next area. Sometimes you might have two or three missions to complete in the same level. Don't expect any cerebral challenges, however. The objectives are as simple as pushing a button, looting an object, or standing in the right place. Meanwhile, hordes of alien enemies attempt to wipe you out. To keep yourself alive, you've got to pick up items such as health packs, armor, and ammo. To say that you've got more firepower available than in on Arnold Schwarzenegger flick is an understatement. There are ten guns in your arsenal ranging from a simple blaster to a grenade launcher all the way up to the BFG







10K. Same strategy is involved in choosing the best weapon for the job, as each has its strengths and weaknesses.

One of the criticisms of the original Quake was that it had a shallow one-player game. Frankly, I thought that the single-player game was enjoyable enough, just as I think a solo gamer can enjoy Quake II. The missions are varied enough to provide interest, and as usual there are a ton of secrets to be found. There are also three difficulty settings to challenge the most grizzled Quake veterans. However, as fun as the single-player game is, I do agree that it has nothing on the multiplayer option.

Quake II, like its predecessor, was made to be played against other human opponents on a network or via the Internet. The N64 version of Quake was somewhat disappointing,

therefore, as it only allowed two players to compete. Quake II doesn't share this flaw. That's right — grab three other friends (or enemies) and three more controllers and get ready to have a blast! There are four different multiplayer variations — the standard deathmatch (everyone for themselves), fragteams (2-on-2, 2-on-1, or 3-on-1), flagwars, and deathtag. You can also choose from one of ten different arenas. In my opinion, Quake II's multiplayer game is as good as, if not better than, the multiplayer game in GoldenEye. That's about the best compliment I could ever give a game.

I can't review this game without a brief comment concerning the recent Columbine High School tragedy. Many in the media have jumped on the fact that the two killers enjoyed playing Quake, suggesting that the game is somehow

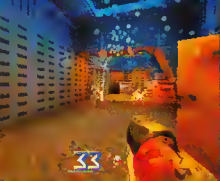
responsible for the murders. Is Quake II a violent game? No doubt about it, but that's why it has a mature rating and is recommended for players over the age of seventeen (isn't that a Stevie Nicks song?). Will playing Quake II turn ordinary people into killers? Of course not! If you cannot distinguish between fantasy and reality, your problems run much deeper than that. That said, I am personally glad to see that the pentagrams, demons, and other satanic references from Doom and the first Quake are no longer found in this game. I prefer the science-fiction emphasis over the supernatural.

## GRAPHICS

The original Quake impressed us with its smooth, realistic look which captured the feel of the 3D-accelerated PC







version. Quake II looks just as good, if not better. Lighting is used quite effectively, and the backgrounds are still smooth, with no trace of pixelation. There is a noticeable

difference in the frame rate when the N64 expansion pack is enabled. Without it, there is a slight slowdown in single-player mode (but for some reason the multiplayer game seems just as fast). With the expansion pack, Quake II looks sharper and runs so smoothly that an onlooker might assume you are playing the game on a PC.

## SOUND

Stop me if you've heard this before: Sound is not one of the Nintendo 64's strengths. While the sound effects of gunfire, explosions, screams, and buzzing flies (!) are plentiful and appropriate, there is no music during the game. I think maybe the sound effects guy hit one or two synthesizer chords, but that is about it. There is no soundtrack from Trent Reznor or anyone else for that matter. Considering that the N64's sound is not CD-quality, perhaps it is a blessing that we were not given a MIDI orchestration which would have looped over and over. In addition, the lack of a soundtrack drew me into the game even more. On the other hand, perhaps a musical score should have been an option for

those who desired it.

## CONCEPT

This is where the game takes a hit of a hit ratings-wise. As I mentioned in the intro, Quake II isn't going to score points for originality. If you've played Quake, Doom II, Doom, Wolfenstein 3D, or any of their numerous spin-offs and clones, you'll know what to expect. Judging by the strong sales, people don't seem to care that these games don't change much from generation to generation: Quake II may be the state-of-the-art for a home console first-person shooter, but it doesn't add anything new to the genre.

## SHELF LIFE

The single-player missions are varied and difficult enough to keep you going for awhile, but it is the multiplayer game which gives Quake II its solid replay value. Unlike the original N64 Quake, which was limited to two players, up to four people can play. With four multiplayer variations and ten different multiplayer arenas, you'll have a lot of options to choose from. If you can get over the fact that your primary goal is to blow each other away, Quake II could be a hit party game with the appropriate audience.







## CONCLUSION

The N64 version of Quake II is worthy of the name. Yes, it is more of the same running and shooting, but we just can't seem to get enough! The graphics look great and fit the mature theme of the game. The frame rate is phenomenally fast, especially with the expansion pack. The one-player missions are interesting and well-balanced, but it is the multiplayer game which really shines. While it is definitely heavy on the carnage, as most first-person shooters are, you won't find a faster or more enjoyable example of the genre on any other home system.

**MARK**

## THE 64 SCORE

| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
|---------------|------------------------|-------|---------|------------|
| 9             | 9                      | 7     | 7       | 8          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



## ROAD RASH 64

“Pure Mayhem... Just  
the Way We Like It!”

For the uninitiated, the Road Rash tradition is one of loyalty, dedication, and the love of pure motorcycle racing/combat. If you need a bit of a refresher course, here it is: Road Rash first saw the light of day on the Sega Genesis some seven years ago, and was soon followed by a sequel, a 3DO system version, and then finally, a Sega CD version. The PlayStation has also seen a new iteration, called Road Rash 3D, and there's even another one coming out for that system by the end of the year. But, you know what? You can take all of those other versions and throw them in the ocean, 'cause Road Rash 64 is the only version that counts. It's by far the best playing Road Rash ever (and that's saying something).

## GAMEPLAY

The basic gameplay element in RR64 is just about as simple as it is in any other racing game; finish the race in the top three positions and you'll qualify for the next race, then finish all the races in the level and you'll get to move up to the next level. Obviously, there's nothing newsworthy or earthshaking there. However, it's the COMBAT element of



PRESS START

RR64 that makes it the wonderful game that it is. First of all, you get to drive real fast AND whack people upside the head. Second, you can GET whacked upside the head, and then fall prey to some of the meanest and most spectacular wipeouts ever witnessed! Of course, you don't have to get whacked by another racer to “bite it”. Na, you can cause major damage to yourself by wrapping your bike around a light standard, the side of a building, or head-on into a semitruck! And, it's just not the fact that your body is sailing 200 feet into the skies, or that your bike just plummeted off of a cliff and dropped 400 feet into the ocean. Na, it's the fact that while you're having your own troubles staying upright, the other 11 racers are all battling it out with each other. You could be screaming down the inside left lane, trying to stay out of harm's way, and all of a sudden you see just ahead of you bodies and bikes being launched into the air as an unsuspecting group of combatants was mowed down by a truck hauling timber. Literally, bodies will go flying right by you, and get to be just about the size of the







screen as they get closer! Amazing stuff, just amazing!

There are basically two gameplay types in the one-player mode — Thrash and Big Game. In Thrash mode, you can choose any level and course, and just go for it, kind of like a practice mode. You can set the level of difficulty for the opponents, the amount of traffic, the amount of cops, and the number of pedestrians. In Big Game mode, this is where the real Roshers come to play. Pick a bike (of which there are essentially two types, cruisers and sport bikes), grab a look (there are over a dozen different looking riders, including many female models), and then get ready to work your way up the ladder. There are eight races in each level, and you'll have to finish in the top three in each race to move into the next level. Once you get past the first level, you'll be

given the opportunity to race with one of the two gangs — the Thrashers or the Rumlbers. This basically depends on which bike you've chosen; Thrashers ride sport bikes and Rumlbers ride cruisers. If you pay the club dues, then you've bought yourself some friends that won't try to whack you during the race, and will help keep the other gang off of your tail. Of course, you can elect to ride solo, and get everybody on your bad side! There are power-ups and different weapons to be earned as well. The higher you go, the better the weapons get. Just wait until you spray mace on some clown — he'll let go of his bike and grab his face, screaming in agony the entire time! One other thing — you can't move up to the next level, not until you've spent some of that hard-earned cash on a new bike. If you don't

have enough cash to get the bike you want, then you can go back to any of the races you've completed and race 'em again, and get more money. That's the one-player side of the coin, and it's worth the price of admission all by itself!

However, there is a multiplayer mode (actually, there are four game types), and you'll be real happy that it's in there. There's 2-4-player Thrash mode, 1-4-player lap mode (special arena tracks with lots of power-ups), Deathmatch (first player to 7 points wins — get a point for completing a lap, take a point away for crashing another player), Tag mode (get a point for making someone "it", 7 points to win), and Ped Hunt (whack as many pedestrians as possible during a race — player with the most whacks wins).







### GRAPHICS

Road Rash 64 is a mixed bag of nuts when it comes to the look of the game. On Normal resolution

made, there's quite a bit of fog that keeps the view of things pretty close. Of course, with twelve bikers on the road at the same time, along with multiple cops, cars, trucks, and pedestrians, it's amazing the whole thing doesn't come crashing to a halt! The good news is, that even with all of that stuff on screen at the same time, the frame rate remains solid. Road Rash 64 has a few other resolution choices: Hi-Res, Letterbox, and Wide. I have been playing a lot with the "Wide" option, and then going further into the options and maxing out the zoom. This puts you right behind the bike, and the action from this vantage point is even more intense (although you lose a bit of your peripheral vision). All in all, the graphics are adequate, but they do the job.

### SOUND

RR64 has a modern soundtrack that features a portion of four or five songs from four or five different bands. Not bad for a cart, and it certainly lends itself to the "grunge" feel of the game. However, most of the time the music sits

quietly in the background as all of the sound f/x spill into the foreground. "You have the right to be shot by me!", yells a cop as he tries unsuccessfully to hinder your progress. The wails and sirens of the cops and ambulances will envelope your senses, and the thuds and thumps of weapons connecting to their targets will make your body tremble.

### CONCEPT

As mentioned in the beginning, the Road Rash series has been around for almost a decade now, so there's certainly nothing revolutionary going on here. However, good gameplay is not a revolutionary concept, but delivering it in today's market of bland action/adventure games and cheap kart-style racing games seems almost prophetic.

### SHELF LIFE

Here's one piece of information that I promise will hold true for the life of your N64 system — you will play Road Rash 64 until you no longer play video games. Maybe that seems a bit laffy for a printed piece of advice, but because of the randomness of the races, and the undying gameplay of the multiplayer modes, there







should be no reason why you wouldn't want to play this game six months from now, or even six years from now, long after the N64 has been disposed of for the latest and greatest game machine.

#### CONCLUSION

Road Rash 64 is easily the best version of the spirited Rosh series ever. Faultless gameplay, excellent sound f/x, and a bevy of gameplay modes make it one of the best reasons yet to be an owner of an N64. The only thing I would add is an instant replay system (so you can watch those amazing wipeouts over and over again) and a camera that follows the rider after the wipeout (as it is, the camera follows the bike). Highly recommended.

**ERIC**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 9             | 7                      | 8     | 8       | 9          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



# TONK TROUBLE

"BETTER ED  
THAN DEAD"

A few years back, Ubi Soft hit it big with a game called *Royman*. This 2D action/platform was well-received for its awesome graphics and humorous animation — not to mention its well-balanced gameplay. *Royman* will soon be making an appearance on the N64, but while we're waiting for that sequel to arrive Ubi Soft has given us another whimsical platform game by the same creator.

This time around, you are Ed — a bow-tie wearing, purple... something. While cleaning up, Ed accidentally spilled a tonic from his spaceship onto the planet Earth below. The world's ecological balance went crazy as a result, deforming the landscape and causing vegetables to become bloodthirsty. To make matters worse, a Viking named Grogg decided to use the tonic to take over the world (not exactly your average storyline, is it?). With the aid of a wacky professor, Ed's got to defeat the evil Narseman and return the planet to normal.

## GAMEPLAY

*Tonic Trouble* is a 3D platform exploration game. In order to reach Grogg, Ed first has to collect parts necessary for Doc to build a



machine. These parts are scattered throughout different levels. Only a few areas are immediately accessible, however. The others cannot be entered until Ed has obtained certain abilities. As Ed collects parts and completes levels, he is given items such as a blow pipe and a poga stick and is taught how to fly and transform his appearance. Ed's enemies consist of mutant vegetables such as carrots, tomatoes (yes, I know, a tomato is a fruit!), and mushrooms as well as Grogg's bizarre henchmen. Some enemies can be defeated by a blow from Ed's stick, while others must be hit with blow darts or dispatched by using mechanisms located in the environment. Occasionally you'll encounter a popcorn machine which will temporarily give Ed super strength to allow him to open doors.

My first major complaint concerns the levels and the way they are connected with one another. The in-game map is not detailed enough to be helpful and there doesn't seem to be any flaw to the world's layout. Without the levels being accessible from a central "hub," you'll find yourself wandering around trying to locate the correct portal. The levels themselves don't







have much of a flow either. It feels as if the designers created disparate areas for each puzzle and then just connected them together.

Almost all of the levels take place inside structures or underground. While this means that the game is devoid of the dreaded N64 "fog" effect, the camera sometimes goes crazy in the cramped locales. Although it rarely gets stuck behind an object, which is commendable, the camera may suddenly swing around from behind you to in front of you — especially when first entering a room. Since the analog control is oriented to the screen, you'll have a habit of pushing the stick in the wrong direction.

The game relies on too few buttons to perform too many functions. The R button, for example, makes Ed transform, put on a diving helmet, take out a pogo stick, unholster the blow pipe, or use a

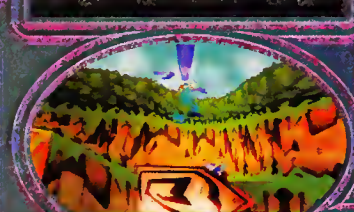
lever depending on where you are standing and what other button you pressed. Every button has at least two functions assigned to it, in fact, and it is too easy to trigger the wrong one. You might attempt a jump, for example, and find yourself flying into the abyss because you held the button down a second too long.

For whatever reason, there is no "quit game" option nor is there an "exit level" option. If you have to turn off the N64 during a difficult level, you'll start exactly where you were when you load the game next time. If a puzzle or sequence is particularly difficult, you can't leave it and try something else. I can't tell you how annoying the lack of an "exit level" option is, especially considering the fact that you have to go back into levels searching for additional items. Once you reenter a level and find an item, you've got to continue

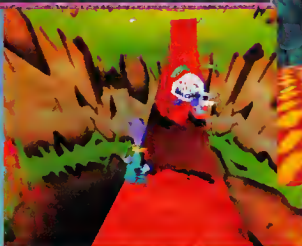
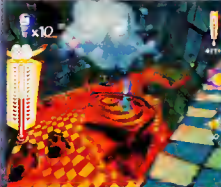
through that entire level.

The game appears to automatically save your progress from the last door you entered. In some levels, the doors are few and far between. In one of the final boss sequences, you've got to outrun a tower by avoiding fences, jumping over pits, landing on platforms, flying and shooting targets, etc. Any mistake will require you to start this entire sequence over from the very beginning. Either the designers should have made some of the levels and sequences shorter, or they should have provided for checkpoints.

My final complaint concerns the level of difficulty. As lives are plentiful, and items are found easily, the game initially seems too easy. Most deaths will result from failing to judge a jump correctly, falling off a ledge, or landing in lava. You'll almost never die at the hands of







on enemy. After you've found 35 of the 36 items you are looking for, however, the game suddenly goes into overdrive. Obtaining the last item and defeating Groh are unreasonably difficult compared to the rest of the game.

## GRAPHICS

The 3D world which Ed inhabits looks like something out of a Warner Brothers cartoon — bright colors, odd patterns, impossible angles, and oddball creatures. One drawback to this type of level design, however, is that it isn't easy to figure out where you are supposed to go. Not only do many environments look alike, but platforms come in different shapes and sizes. It is hard to tell whether or not certain jumps can be made.

## SOUND

The music is appropriate for this whimsical game and never gets repetitive to the point of being annoying. At the same time, there are no memorable tunes. TT does feature some nice atmospheric sound effects such as water splashes, crickets, and footsteps, but there are no voices to speak of. None of the other characters talk, and Ed's vocabulary is limited to "Yeah!", "Wo-oh!" (in Bruce Lee fashion), and "Ow!"



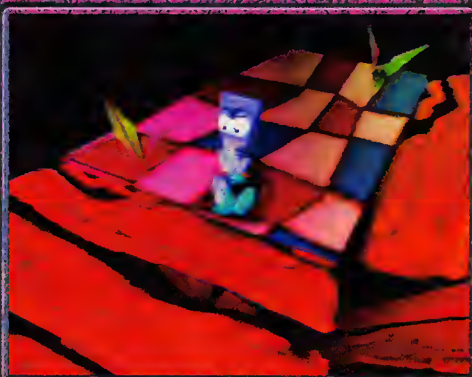
## CONCEPT

Tonic Trouble doesn't deviate very far from the standard action/platform game. While the storyline is definitely original, and the enemies and locations are quite unique, the game is still just a matter of timing jumps and knowing when to use various abilities. Ed, however, is a pretty blond lead character who looks the charm of a Mario, Crash, Sonic, or Gex. None of his opponents were memorable either.

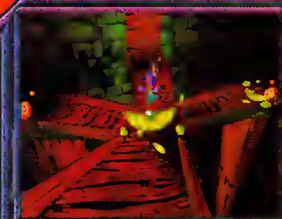
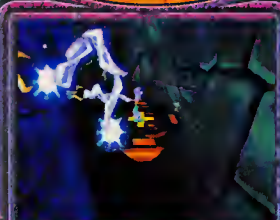
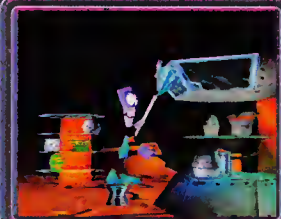
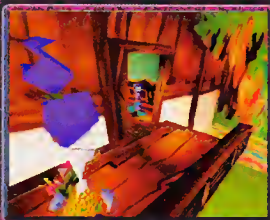
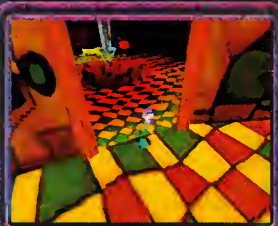
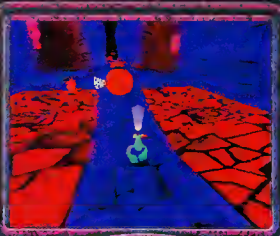
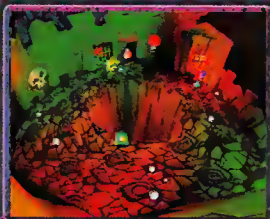
In the attempt to make the game "offbeat" by combining elements that don't normally belong together, the creators eliminated the sense of unity needed to make the game's universe interesting.

## SHELF LIFE

As you travel through the levels in order, you'll notice certain areas which are inaccessible. Although you are still able to complete the level the first time around, you must return later once you have obtained the necessary weapon or ability. For example, if you sow an item out of reach you will need to go back and get it once you learn to fly. This prolongs the length of the game without requiring the developers to cram in more levels. However, even though you must go through many of the levels more than once, the entire game







can be completed in just about a day's time. As with most current platform games, there is no incentive to go back once you've beaten it.

#### CONCLUSION

Tanic Trouble's racing sequences, use of unique weapons, oddball characters, and humorous animation make the game stand out visually. The problem is that the gameplay is merely average. An improved camera, better flow to the levels, and the inclusion of save/quit options would have definitely refined it. Still, I found it to be an enjoyable (if somewhat brief) challenge. Diehard action/platform fans may find Tanic Trouble to be a worthwhile purchase, but I'll wait for Royman 2.

**MARK**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 6             | 8                      | 7     | 7       | 5          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



He... could... go...  
all... the... OH MY!

## STIFF ARM

WHILE CARRYING THE BALL BEYOND THE LINE OF SCRUMMAGE, HOLD TURBO, THEN PRESS THE PASS BUTTON. THIS WILL KNOCK DOWN A WOULD BE TACKLER!

These days, it doesn't take much to make a football fan happy. Give 'em a new stadium complex, a multi-million dollar franchise player and some heart pounding hits on gameday and you've got a winner. Midway has been able to take this formula, get rid of everything that is lame about it, get a little easy on the rule book and pump out one of the most successful football franchises in videogame history — NFL Blitz. It became an instant classic when it debuted in the arcade and the N64 version gave us, arguably, the best console football game to date. Now, we get the latest incarnation, with NFL Blitz 2000.

As you would expect, *Blitz 2000* plays just like its arcade counterpart. It has managed to take all that is right with football and pack it into a solid package that coach Rogers would be pretty unhappy with (although I think Ditka would be pleased). *Blitz* is all out action on the football field, with a simplified roster of 7 players per each side of the pigskin, super-powered moves, ultra-fast gameplay and, the icing on the cake, an extra "ump" given to the tacklers — we're talking major liability, baby!

Blitz 2000 remains true to the NFL in many ways, if features all 31 teams including the Cleveland Browns, their 1999 schedules and rosters, and corresponding team logos. New to this year's version is the ability for you to make last minute changes at the line, a little something we like to call an "audible." Each team also gets their own special playbook with 27 offensive and 9 defensive formations. You can also use the edit plays option, as in last year's version of Blitz, to edit and create new plays for offense and defense. They even managed to add in the ability to move your linebackers around the line and additional directions to give to your offensive units. With your homegrown plays, the playbook would increase to a whopping 36 plays for the "O" and 18 for the DE-FENCE.

Once you are ready to sit down and start playing Blitz, you are presented with several different game styles. Naturally, there is the standard Arcade mode, then you have the Tournament mode where up to 8 players go for the gold, and lastly you get Blitz Season mode where your team plays through the entire 99 NFL schedule and hopefully makes it into the playoffs.







and beyond.

Of course, there is also the "fire" mode that allows you to completely obliterate the other team. All you need to do is get back to back sacks or have a receiver catch 3 in a row and you are burning it up! Unlimited turbo and extra running power are just the beginning; it's an easy 8 points (if you are flaming, definitely go for the 2 point conversion).

Control on Blitz is about as simple as it comes, with a 3 button layout, there isn't much room for mistakes. It's pass, turbo, jump, tackle, and change player, with different combinations giving special moves, but you all know how that works. Blitz uses both the analog stick and the directional pad. I found the D-pad actually made the game a lot more fun. The buttons are customizable as well, so in my case I would always have to switch the "L" shoulder button to turbo. Fortunately, the changes can be saved

to the memory pak and just loaded in along with the playbook, stats, and whatever else you keep on there. Rumble pak is also supported and, as you can imagine, makes the hits "maré real" or however marketing wants to phrase it. One of the really cool features implemented into Blitz 2000 is the inclusion of the camera buttons for pass plays. Now, instead of having to choose the direction with the stick/pad, you can just press one of the corresponding camera buttons — left receiver is left C, middle receiver; up C, etc...you get the picture. This eliminates the "I didn't mean to pass it to that guy and cause an interception!" excuse, so start thinking of new ones — I personally like, "My finger is too fat, I hit the wrong C button!"

All of the other arcade features are included in Blitz 2000, from the pre-game code screen, to helmets flying off and players

flying through the air from a myriad of different tackles, to post-game trivia questions. On the N64 side, you can have the computer simulate games during a season so you don't have to play every game scheduled for Sunday (or Thursday...or Saturday...or Monday), you can alter the quarter length from anywhere between 1 and 6 minutes, and change the difficulty.

## GRAPHICS

At first I was really disappointed with the graphics in Blitz 2000. My reason is, simple, I have been playing the arcade version for so long now that "Oh my!" is actually part of my everyday vocabulary. Needless to say, the arcade version is beautiful, so the first time I plugged in my N64 cart, I thought "how am I gonna play this?" But, after a game, I was hooked







and hardly noticed the difference. Sure the game doesn't look as smooth or crisp as in the arcade, but it plays just as well. As for as the Nintendo goes, the players are a bit blocky, but

still look really great and their animations this year are awesome. The only time I really found myself getting down on the game is when the fog was on; it was really difficult to see what was going on, but then again, I guess that is what fog is all about. It just made the game a chore to play. All the stadiums look nice and the weather effects are sweet (minus the fog). The only other thing is that there is some slowdown and choppiness when the camera gets down low, towards the end zone, and the players are running around. Additionally, all the end zone celebrations and taunts from the arcade are in there and ready to go.

## SOUND

"Oh!" "He is burning it up," "Obliterates him," "Somebody peel him off the turf," "He... Could... Go... Oohhhh!" They're all in there. It is so right on it hurts. I heard just about every sound from the arcade version here — the music, the hits and collisions, the down calls, and the announcer offering his 2 cents. The variety is all in there too so I never found it getting old or repetitive. Blitz 2000 even monogoes to keep the same quality

as we've heard in the arcade, nice!

## CONCEPT

What can I say, it's Blitz? It worked before and it continues to work! Football is a true American sport, and Blitz's take on it brings out all the good stuff. How can you not have fun making a tackle that sails the hitee, 10 yards up the field? It's fast and furious football action, need I say more?

## SHELF LIFE

I would imagine that if you're not still addicted to last year's game, or to the arcade, then you are not a Blitz fan. The same would hold true for Blitz 2000 — it will stay put in your N64 for months to come. And, like any good N64 game now-a-days, there is 4-player support so that everyone can play on the field simultaneously. Plus the tournament mode allows up to 8 players to square off against one another. It keeps track of things in a ladder-style format and is able to be saved to memory for continuing play later. Then, as I already mentioned, you have full '99 team schedules and the play editor for custom playbooks. There is so much in here it is sick. I don't really see a reason why this game would leave your N64 anytime soon, barring the next edition of it.







## CONCLUSION

If you at all liked last year's Blitz or play it in the arcade, then Blitz 2000 is a no-brainer. While surely not for the football purist out there, as the liberties Blitz takes on the rules would induce instant heart failure, for those who just want to kick back and have a fun football experience, here you go. With football season now under way, this is a great way to really have your favorite team take out their archrivals. Graphically, the game falls short of what we've seen in the arcade, which is to be expected, but in all other areas, it meets or exceeds expectations. A fine example of what an arcade to N64 title should be!

**DILLION**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 9             | 8                      | 9     | 6       | 9          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



## RE-VOLT

“NOTHING ‘RE-VOLTING’  
ABOUT THIS ONE”

## SELECT CAR



Long before the advent of videogames, would-be drivers used radio-controlled vehicles to simulate car racing. R/C cars are still popular today even though most youngsters now get their first driving experience through video games instead. It strikes me as a bit odd, however, to make a video game simulation of radio-controlled racing—which itself is already a simulation of auto racing. I suppose that, for those who don't have the money or the open space needed to race real R/C cars, Re-Volt will provide a similar experience in the comfort of your living room (and without the need for those rechargeable batteries).

## GAMEPLAY

The controls in Re-Volt are simple. The A and B buttons represent forward and reverse—as with R/C cars, there are no brakes. Unlike R/C cars, however, there are weapons which can be activated with the Z trigger. The R button provides a handy means of flipping your vehicle over when it becomes stuck on its back like a turtle, and the yellow C buttons allow you to select from three camera viewpoints. Speaking of cameras, despite the fact that many of the courses feature tight enclosed spaces, the camera performs quite well and never gets stuck behind obstacles. It works a little too well, perhaps, as when your

racers flips and spins the viewpoint flips and spins along with it to dizzying effect.

Initially, there are eight cars to choose from with varied attributes in the categories of speed, acceleration, and weight. There are four initial courses to race on—a neighborhood street, a supermarket, a museum, and a botanical garden. More cars and more courses—a ghost town, toy world, and the ship “Toyntonic”—are unlocked by progressing through the championships. Each themed course has two different layouts and can also be raced in a reverse or a mirror mode to make for greater variety. The various environments also have different effects on the handling of your vehicle.

The selling point of Re-Volt just might be the vast number of options. First, you've got six different modes of play. There is the standard single race and a time trial which are self-explanatory. Next, there is a championship race mode which lets you compete for bronze, silver, gold, and platinum cups. You cannot enter a championship until you've beaten the one before it, and each championship consists of four stages with anywhere from three to six laps each.

You've got three tries to finish the race third or better before the championship



Best Lap  
00:18:00:18000  
Lap 1: 00:18:00:18000  
00:18:00:18000  
00:18:00:18000  
00:18:00:18000







mode ends. Re-Volt also features a practice mode which is definitely recommended to familiarize players with each course before you tackle them as part of a race. There is also an interesting stunt arena complete with a half-pipe, numerous jumps, and a loop-de-loop which lets you get the hang of controlling the different vehicles. In order to complete this mode you must collect all the stars which are placed throughout the arena — usually only within reach of a spectacular jump. Finally, there is a multiplayer mode which lets you either race the normal courses or play “tag” inside specially designed arenas. Aside from these modes of play, you can choose from four degrees of realism ranging from simulation (full speed and realistic collisions) to junior RC (reduced speed and simple collisions). Last, but certainly not least, is a track editor which allows you to create and store courses to a memory card. About the only option which is not available is the

ability to customize the colors and look of the cars.

It isn't enough just to be able to navigate the courses — you also have to contend with opponents armed with weapons. These weapon power-ups are obtained by driving through lightning bolt symbols scattered throughout the courses. The weapons include bottle rockets, oil slicks, water balloons, an electrical shock, and a big marble. The oil slicks are particularly impressive in that they truly affect your handling of the cars and cause you to leave treadmarks until the oil wears off of your tires. Not all of the power-ups are beneficial, however. There is a decay power-up, which looks the same but blows up on impact, and there is one which turns your antenna into a bomb fuse.

Despite the vast number of options, Re-Volt is not without some flaws. First, there is no map of the track showing the relative positions of your opponents, let alone which direction you

are supposed to travel. Instead, the game provides a distance meter and “turn signals” which flash at the top of an already crowded screen. Unfortunately, the tracks are designed in such a fashion that it is far too easy to become lost or stuck in a corner. There are no simple oval — the tracks feature right angles and dark passageways and often double-back upon themselves. Although there are some hidden passageways, the main route through each course is not always apparent. This becomes a more serious flaw in the multiplayer game where the detail is reduced and the size of the screen is that much smaller.

Although the menu screens are easy to navigate, there is no option for a quick course or vehicle change once you have started a race. Instead, you'll have to start over at the beginning and progress through all the menus (including name entries) again. The frame





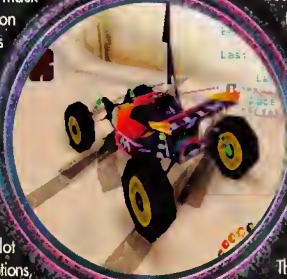


## GRAPHICS

All the R/C vehicles are made to look like their real-life counterparts, complete with antennae which sway as your car bounces around. The environments are colorful and well-detailed, although there is a bit of the ever-present N64 "fog" effects to mask pop-up in the background. This fog is much worse on the multiplayer game where the graphic resolution has been sacrificed a bit to keep the game running at an acceptable speed. The expansion pack is supported, but as usual the increase in graphic resolution comes at the price of a slower frame rate.

## SOUND

The hip-hop tune which accompanies the menu screens made me hopeful that Re-Volt would have a kickin' soundtrack. Unfortunately, the in-game music is a lot more subdued. In a game which has so many other options, the inability to select music tracks stands out. Sound effects-wise, the whiny engine noises of the R/C racers are right on the money. The various tracks feature appropriate background noises such as barking dogs, toy airplanes, the screeching of eagles, and so forth.



## CONCEPT

At first glance, Re-Volt might not seem much different than any other racing game. Once you begin to play, however, you'll immediately notice the difference in the handling of the vehicles. Like their real-life counterparts, these R/C cars flip over quite easily, reverse quickly, and can turn on a dime. Aside from the physics, Re-Volt's uniqueness lies in the track design. Because of the smaller scale involved, ordinary items become ramps and obstacles and a trip around a run-of-the-mill neighborhood becomes a serious challenge. Yes, Re-Volt is yet another racer, but the R/C simulation concept makes it feel brand new.

## SHELF LIFE

As I mentioned, Re-Volt has numerous options to keep you coming back for more. Let's count them: Over 20 cars; 14 tracks, not counting mirrored and backwards variations; four modes of realism; a single race; time trial; practice mode; championship; stunt arena; multiplayer mode; and track editor. Whew! That's a lot of options! Unlike Mario Kart, the battle mode isn't about getting the most number of hits, however, but is instead a game of "tag." The winner is the person who can remain "it" the longest. The rudimentary track editor doesn't give you the same type of details found in the regular tracks, but it is still a welcome option that extends the replay value. Tracks which you create can







be loaded and used in the multiplayer or single-player racing mode.

## CONCLUSION

Re-Volt is a racing game which falls squarely between the simulation of World Driver and the cartoon antics of Mario Kart. Like the latter, Re-Volt features a variety of weapons and fantasy courses. Like the former, it showcases realistic physics, impressive graphics, and challenging computer opponents. The subdued music and difficult courses might turn some players away, but Re-Volt overcomes these difficulties with a great multiplayer game, a stunt course, and a track editor. An excellent game.

**MARK**

## THE 64 SCORE

| GAMEPLAY         | GRAPHICS     | SOUND | CONCEPT | SHELF LIFE |
|------------------|--------------|-------|---------|------------|
| 8                | 7            | 7     | 8       | 8          |
| OVERALL<br>SCORE | 012345678910 |       |         |            |





# WORLD DRIVER CHAMPIONSHIP



PRESS START

"LIVING UP TO ITS  
"EARLY PROMISE"

There seems to be a renaissance of sorts for driving games on the Nintendo 64 these days. Beetle Adventure Racing along with the upcoming Hot Wheels title from EA are leading the pack, not to mention Monaco Grand Prix and Lucas Arts Episode One Racer. If you like racing games, these will all give you more than your money's worth. Following on the heels of these titles is World Driver Championship from Boss Game studios and Midway. Hyped early on as the Gran Turismo of the N64, World Driver is a true racing sim that features painstaking detail in such features as driving physics, car models and track layout. The obvious question, however, is if the N64 consumer wants a Gran Turismo-style game. If you've been living in a cave for the last year, Gran Turismo is the wildly successful racing game from Sony for the PlayStation; the game for which all other driving games have been judged ever since its release last summer. No matter how detailed a racing game is, however, it has always boiled down to how fun it is to play. There have been many racing games that have come out in the last few years that have been very realistic, but a major snoozefest to play. When we first saw World Driver, that was our first

impression — long on realism, short on fun factor. Now that the final version has shipped, it's time to see if that very delicate balance has been reached.

## GAMEPLAY

If you're familiar with Gran Turismo, you'll immediately recognize the gameplay set up. When you start, you're given the choice of two different teams that have three versions of the same car to race. At the beginning, you'll only have access to one. Once you've selected your team, you begin your season. The first "cup" is more of a practice session with two tracks of two laps each. If you place in the top three after both races then you will be awarded the corresponding points and the opportunity to move on to the next cup. As you progress, you'll have access to 10 cups in all, each with spiraling levels of difficulty. As you begin to move through the different levels, you'll be offered opportunities to join other teams with presumably better cars. The first three levels are fairly easy to master; when you enter the fourth, the "Season's Cup", things begin to get a lot more difficult. It's at this point,

LAP 1/3 8TH  
TOTAL TIME 00:12.83  
LAP TIME 00:12.83

TOTAL RECORD 00:58.10  
BEST LAP 00:00.00







that those of you without that burning need to get to the next level will probably quit. The game is still relatively slow at this point and your competition is much greater. Entering the "Season's Cup", you will not have earned enough points to upgrade your car and the offers you get from the other teams aren't any better than your original choices. Your opponents, on the other hand, have gotten a lot better by now and are requiring you to step up your game, yet you really don't have the tools. Your only hope is to memorize the courses and try to get into first as quickly as possible. The AI will allow you to stay in first for more than it will allow you to stay in 2nd or 3rd. You're just as likely to finish lost as you are 2nd if you languish for too long behind the leader. Besides that pearl of wisdom, the other thing you can do to make up for the lack of horsepower is to master the high speed handling.

The developers set out to make the car physics as realistic as possible and in so doing, made the cars very difficult to handle at high speeds. They all have a tendency to slide into the turns. At first, this can be very frustrating, but once you learn to use the guard rails as bumpers, you'll begin to have a lot more success. If you try to slow down to take the turns, you will be passed at will and find yourself in last place quicker than Homer Simpson goes through a dozen doughnuts. If, on the other hand, you go full speed, broadside into the guard rails, they will bounce you back onto the track ready to go. This technique proved essential in getting through the more difficult circuits. Trying to bump the other cars will also prove fatal. Your car will spin completely out of control at the slightest nudge by another vehicle if you're at full throttle. The only possible exception is if you came up directly

behind, ease off the gas and slightly nudge the guy in front of you. Generally, he will spin off to the right and allow you to pass. Of course, you've slowed down at this point, which will make it harder to catch up to the next guy. You'll have to judge for yourself if it's worth it. All in all, you can see the game is deep in strategy and realism. If you're looking for a true arcade experience, you're probably better off with one of Midway's arcade translations.

## GRAPHICS

Visually, World Driver Championship is as good as driving games get on the N64. The car models are fantastic and track layout is superb. There are no annoying gaps in scenery and there are always plenty of cars on the screen at once. Three years into the system, we finally get o





# JUDGEMENT 64



racing game with no lag or pop up and a great sense of speed! The lighting effects are fantastic as you are treated to everything from sunbursts to overpass shade to amazing sunsets. While these are all cool to look at, they were put in there to increase the level of challenge in each track. It's always amazed me that driving games on the N64 didn't look as good as those on the PlayStation; World Driver is not only the best looking driving game on the N64 (Beale Adventure Racing is a close 2nd), but it as good as anything on the PlayStation.

## SOUND

When it comes to driving games, there are only two sounds that matter, the music that accompanies you and the sound of the other engines. World Driver Championship is battling 500 in this department. The music is, thankfully, void of this mindless techno drivel that has permeated driving games in this "next generation" that we find ourselves in. Instead, we are treated to the traditional rock and roll soundtrack that makes your right foot weigh a ton. The engine noises are a different story, all together. There aren't any! Although it's nice to hear the engines themselves, the real reason for having them is as you can tell if someone is approaching from behind. You don't

have a rear view mirror, so this is the only way to tell; less for a course map at the bottom left hand of the screen. At the average speeds of this game, taking your eyes off the course to look down at the map can be deadly. Sadly, however, this is the only option you have as the engine noise is nonexistent.

## CONCEPT

There is not much to the concept of a driving game. I have said this over and over again; yet in World Driver Championship it is a fact: Much like the aforementioned Gran Turismo, you must manage an entire career, not just a race. You have to deal with offers from other teams and vehicle upgrades as you progress through the game. This wouldn't work if the game was pure arcade action, but as a sim it's almost required. It certainly makes the game more than just drive fast and come in first.

## SHELF LIFE

Well, if there is one thing the size of this game will do, it is increase the shelf life. The one downside, however, is that if you don't have a burning desire to complete the game, the difficulty level might induce you to put the game down a lot sooner than you normally would. That being said, World









## WWF ATTITUDE

WHOLE LOTTA  
SLAMMIN' GOIN' ON!

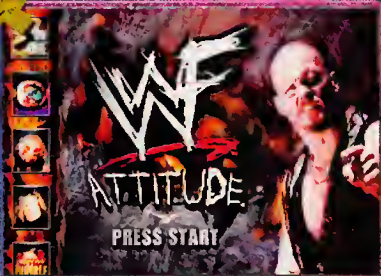
Who is this Rudy Poo? That's the Bottom Line! Don't Piss Me Off! The bottle cries of the WWF return to your N64 in a big way as Acclaim brings home WWF: Attitude. As the sequel to Warzone, Attitude is Acclaim's final WWF licensed title. Acclaim has pulled out all of the stops and stuffed almost every imaginable feature and gimmick match into this title. There are over 40 wrestlers with 15+ modes of wrestling including Career, Tamada, Lumberjack, Gauntlet and Survivor Series-style matches. Create your own wrestler, and use him or her in any of the modes. You can even fight against a CPU controlled version of your created wrestler! An ambitious package to say the least. Does all of this equal fun? In the words of Stone Cold Steve Austin... OH... YEAH!

## GAMEPLAY

If it ain't broke, don't fix it. Attitude uses a move/grapple system similar to Warzone. That's good news for those of you who enjoyed the style of gameplay more akin to a fighting game. Bad news for those of you who hoped that Acclaim would change to a simpler more grapple oriented wrestling system. Executing moves requires you to enter a directional combination and the corresponding button. For example, a slam is executed by tapping towards the opponent

twice and pressing a button. New players may find themselves initially frustrated with this style of play, however with enough practice you'll soon commence to "Laying the smack downeth" upon your opponents. One of the complaints about Warzone was the fact that basic moves were executed differently depending on the wrestler. In Attitude, the game engine was modified so that these moves are executed with the same combination regardless of which wrestler you are using. Each wrestler also features his own set of 20 moves, as well as a trademark and finishing move. Attitude, like Warzone, uses a health bar similar to the average fighting game. Your player's health is represented by a bar below your characters name that slowly goes down and changes color as you take damage. Green to start, Red the final color. Basic and regular moves can be used throughout the health meter. However as the opponents health meter enters its final stage, you are then able to execute your trademark moves and finishers.

In every wrestling title the goal is to capture the title belt. However very few titles can claim to simulate the "run for the gold" as accurately as WWF: Attitude. In Career Mode, single or tag team, you compete for the European belt, the







Intercontinental belt and finally the Heavyweight belt. Your chosen wrestler starts out at the bottom of the ranking system and only wrestles at house shows (local low-budget non-televized wrestling events). At these local events your entrances are limited to theme music. As you defeat opponents and move up in the rankings you start to wrestle at the televised events: Shotgun Saturday Night, Sunday Night Heat, Raw Is War, and PPVs. These events have all the trimmings, entrance ways, colorful ring aprons and full introductions complete with music, lighting and comero effects. All of the events are tracked via a calendar display. In this mode you aren't limited to wrestling one opponent. Any combination of matches can take place, from Hardcore Cage matches to Three On One First Blood matches. Along the way, the current champion will do what he can to not have to face you for the belt — from run-ins (running in to interrupt one of your matches), to challenging you to

gimmick and handicap matches. Doing well in this mode unlocks additional wrestlers and other cheat items such as big head, squeaky voice and additional attire for Create A Wrestler mode.

Ah, Create A Wrestler mode — I know you've been waiting for me to confirm what many have hoped for. I'm happy to report that you are truly free to create the type of wrestler YOU want to create. You can change gender, skin color, different types of shirts, ties, pants, shorts, belts, tattoos, arm bands, gloves, shoes, boots and uniforms. You can even write your own text on your wrestler's uniform. But that's not all! Select your entrance music from among the wrestlers or the various Acclaim create themes; you can also select your run-in partner and your wrestler's voice. The one attribute that can't be changed, unfortunately, is height. When all of that is done, select your wrestler's Finishing Move, Trademark and various other moves. In

this mode you can even select the button combination to activate the move. You can literally spend hours adjusting minor details in the creation of your wrestler, and you will, trust me.

As if the various wrestling and creation modes weren't enough, Acclaim threw in the ability to Create A PPV and Edit the Ring. In Create a PPV you choose the matches — any combination, any wrestler, any time limit, any location. Recreate your favorite matches of the past, or make memorable new ones. With Edit the Ring you can customize the wrestling ring. Change the color of the lights, the ring mat, the logos on the apron, the background logos, since everything is customizable and can be saved to your memory pack.

#### GRAPHICS

Graphically Attitude does a lot of things very well. Like Worzone, a seamless skin system





# JUDGEMENT 64



is used to ensure that no joints are visible. The various rings and stadiums have an authentic WWF feel to them, complete with logos, lighting arrangements and entrance ways. A lot of time was spent

on animation capturing and it shows in the final product. Without a doubt, Attitude has the best entrances of any wrestling title before it. From the way Al Snow jumps around swinging Head, to the way Kane and the Undertaker stalk to the ring complete with pyro effects. Sadly, no wrestlers are accompanied by valets and/or managers (no puppets!). However, wrestlers like Al Snow and Jeff Jarrett do have Head, and the Guitar with them in their entrances. All entrances have been modeled as close to life as possible. There is no slowdown with 4 wrestlers in the ring at the same time. If there is any part of the stadium that is less than acceptable, it's the audience. As in most wrestling games the audience is simply a collection of 2D static pieces.

## SOUND

Jerry Lawler and Shane McMahon are the commentators for WWF: Attitude. Once again, like Worzone, commentary is a hit or miss proposition. Both commentators tend to repeat themselves very quickly, however announcing is appropriate for the action in the ring. The audience cheers and boos as dictated by the action in and outside of the ring. The theme music is definitely much improved in Attitude. Gone are the pole imitations of your

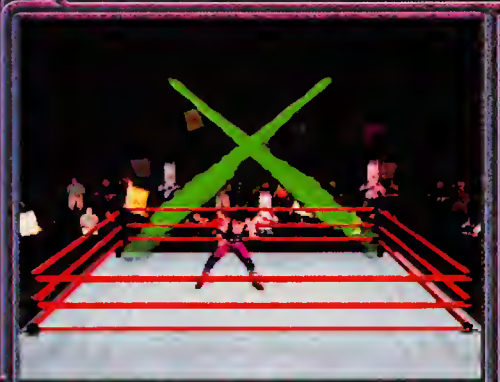
wrestler's theme music. When the goss breaks and you hear the twang of the guitar, you know Stone Cold is on his way to the ring. All wrestlers have actual WWF theme music. Because alliances change fairly quickly in the WWF, some wrestlers don't have their most recent theme music. Once again, each wrestler has recorded his own taunts and groans of pain. During each match, the wrestlers taunt each other when they hit a big move or execute their finisher.

## CONCEPT

Though there are some slight inconsistencies in the product, it's safe to say that Attitude does the best job of recreating the entire production that is WWF wrestling today. No longer is it simply about getting in the ring and pounding your opponent into submission. Entrances, foreign objects, gimmick matches, catch phrases and taunting your opponent are all part of the package. Attitude brings all of these to your home, and does it well.

## SHELF-LIFE

With lots of customization options, from creating your own wrestler, to modifying the stadium you wrestle in; from staging different types of matches in Vs. mode (there are literally hundreds of combinations), to the Career Mode, Attitude is definitely not a title you'll be through with in a weekend sitting. Stage your own Pay Per







View. Create your King of the Ring tournament. Is your favorite wrestler not in Attitude? Create him and go for the Heavyweight title. There is so much to do in Attitude that the hours will literally slip away.

## CONCLUSION

If you are a wrestling fan, run, don't walk to your nearest store and pick up a copy of WWF: Attitude. While there are no perfect wrestling titles available yet, Attitude captures the best aspects of what makes wrestling the spectacle that it is. On a slight aside I'm happy to note that Acclaim has actually included two tribute screens to wrestler Owen Hart (as most of you are aware, Owen died earlier this year) that are shown during the attract mode. Anyway — What are you still reading this review for? Go get your copy now.

**DARIEN**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 8             | 9                      | 7     | 8       | 9          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |

# MONSTER TRUCK MADNESS 64

TYEEEEEEHAAAAA!!

The Nintendo 64 has its share of racing games. In fact, between Beale Adventure Racing, San Francisco Rush, F-Zero X and a few others, there doesn't seem to be much of a need for yet another racing game, right? Yeah, RIGHT! The day racing games fall out of favor with game developers is the day I hang up my joystick and find a new hobby. Unless you've been on another planet or have been deprived of TV for the last decade or so, you are probably familiar with the huge-wheeled cor-crushing beasts known as "Monster Trucks". These vehicles are to professional racing what "RollerJam" is to Olympic Figure Skating. Rockstar has ported over a version of the cult PC game "Monster Truck Madness" to the N64, added some console stylings, and created one heck of a good game.

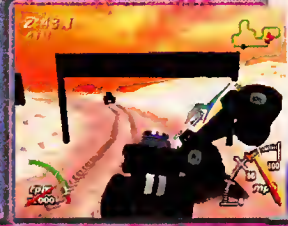
## GAMEPLAY

Monster Truck Madness 64 (MTM64) gives you the opportunity to climb behind the wheel of a five-ton pickup truck with tractor-sized wheels. Some people ask "what's the point of these behemoths?" The people that have to ask have never enjoyed WCW or WWF, so who needs 'em? The rest of us can understand the thrill of being able to literally run over all obstacles in the way. Can you imagine having

one of these babies during 5 pm rush hour traffic? Anyway, enough fantasies, back to the review.

I mentioned that MTM64 is a port from a computer game, and being a fan of the original I was worried how the translation would fare. Fortunately the programmers identified what made the computer version fun, threw out some of the sim elements (like the ability to adjust shocks and tire tread depth) and added what all console racers need — POWER-UPS. The single-player mode of MTM64 has 10 tracks, all littered with wild and ingenious power-ups like homing missiles, shrink bombs, and coolest of all, the "Hover". The first time your Monster Truck takes off and soars over the track and opponents you'll realize it's the ONLY way to fly!

There are 19 cool trucks to choose from, many are recreations of famous real-life Monster Trucks. Those in the know might recognize the names Bigfoot, Snakebite, The Boogey Van, Samson (a personal fav) and Grove Digger. These are the same trucks that turn your local sports arena into a giant mud pit. In addition to these real trucks are "wrestletrucks", based on your favorite WCW/nWo stars such as Sting and Hollywood Hogan. It doesn't matter which truck you choose, the differences

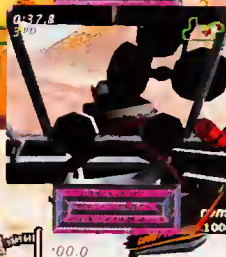




0:50.6  
3RD



0:24.7



are cosmetic. This is one of the game's few weaknesses — no variety with the different trucks. It would have been nice to be able to unlock better performing trucks as the player progresses in the race. Also as you race, flip and smash these trucks end over end there's no damage whatsoever. An option to turn on damage to the vehicles would cause the player to be careful to avoid accidents. This would add variety to the races, but then again, avoiding contact with the opponent and flipping over isn't what Monster Truck racing is all about, is it?

The races aren't very fast — in fact, they can be downright SLOW. If you haven't played the game you might swear at first viewing that the race is running in slow motion. If it's speed that you are looking for, play Rush 2. The point of MTM64 is, in addition to staying ahead of the opponents, to keep all 4 wheels pointed down. The courses have bumps, ramps,

and sharp turns to try to prevent you from keeping the truck upright. But just because the game doesn't move at the speed of light doesn't mean it's not difficult. In fact, I would say that this game is a lot harder than its high-speed counterparts. If you want to hold down the gas pedal through the whole race you are going to end up tumbling off sides of cliffs, diving into rivers, or at least upside down. Control of the gas, break and learning the insides of the corners are what separates the winners from losers in MTM64.

The game's use of real-world physics is very impressive. Jumping over a ravine and making a perfect landing on the other side is an incredibly satisfying experience! The use of the Rumble Pack is excellent and surprisingly subtle at times.

In addition to the standard exhibition races (single course with 1 to 4 players) and circuit mode (1 player progressing through various

tracks); there are also interesting "battle" games. Multiplayer for these games is handled via split-screen, a la Mario Kart. The action in "Summit Rumble" is vehicular "king of the hill" — stay on top of a platform and knock the other opponents off. "Soccer" and "Hockey" are just what the names imply — driving Monster Trucks around a field (or ice rink) and knocking a soccer ball (or hockey puck) into a goal. "Chase" involves one player as a "bad guy" and the other players are police trucks equipped with shields. The bad guy tries to finish the race and the police trucks try to stop him. The last multiplayer game is a variation of "tag." This has one player as a 5-ton chicken and the other players gaining points by staying as close to the chicken as possible. However, if someone touches the chicken THEY become the chicken. All of these multiplayer games are a lot of fun for a group of people, but







lack the excitement that the circuit mode races have for the single player.

## GRAPHICS

The look of MTM64 is excellent. The Nintendo 64 handles all the terrain, trucks and special effects very well. Even though the races aren't running at hundreds of miles per hour, the games seem to be set at a constant 30 frames per second for a smooth display. What's more, there's even options to race at different times of day — daylight, dusk, night, and pitch black with only the headlights to steer by. Of course a racing game wouldn't be complete without different weather environments, including clear, rain, fog, and snow. All these environments not only give the visuals some variety but also change the feel of the game. Rain and snow make the tracks more slippery (duh!) and fog creates a visual barrier. There is some noticeable fogging in the distance even on clear setting to keep the polygon count down, but it doesn't cause a problem. There's never a problem seeing what's down the road, and the view is great.

## SOUND

One of the exceptional things about MTM64 is the sound. It's hard to believe that the programmers crammed all the great music and sound effects into a tiny little cart. The techno/grunge (heavy on the grunge) music ranks as some of the best rock tunes for a video

game. Best of all, Monster Truck guru Army Armstrong is on hand during the races to provide context-specific comments like "LEAN into it" when going around a sharp turn. The amount of voice-overs is pretty amazing — even after playing for hours a new one will pop up. And if they bug you, there's an option to turn the commentary and/or the music off. The N64 takes some heat for not having CD-audio, but MTM64 shows what great audio can be done with a cart!

## CONCEPT

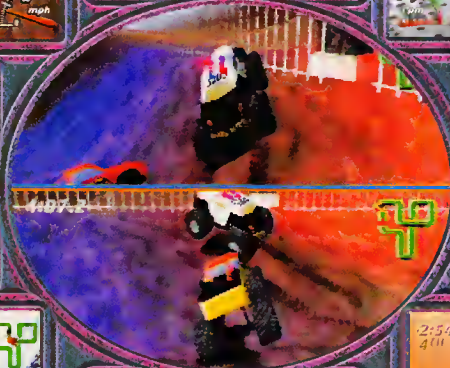
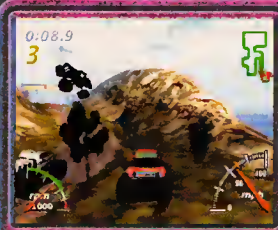
MTM64 is the first true Monster Truck game for the N64, and it's a great one. Even though it's "another racing title," the ability to race massive trucks gives a fresh perspective on this style of game. It has everything you could want in a racing game — searching for shortcuts, grabbing power-ups, memorizing the courses, etc. MTM64 also adds bone-jarring physics and interesting multiplayer games not found in other racing games.

## SHELF LIFE

MTM64 has medium shelf life. It takes a while to learn how to handle these beasts and memorize the courses. But once you do the 10 medium-length courses become slightly repetitive. The weather and day conditions add a nice variety to the races, but it doesn't







have the extreme replay value like SF Rush or Beetle Adventure Racing. Still, MTM64 is addictive and worth playing over and over for a couple of weeks.

#### CONCLUSION

MTM64 could have sucked. A racing game not built on speed might have been a shameful joke to an unsuspecting N64 player. Fortunately, Rockstar did all the right things with this game. Impressive graphics with smooth frame rate, rockin' tunes and hilarious voice-overs, awesome power-ups, great use of the Rumble Pack and hard but fair AI makes this game well worth checking out. I was worried that, compared to the PC version, this game would be too watered down. I'm glad to report that MTM64 is a complete success as a console game.

**DAVE WHITTLE**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 8             | 8                      | 9     | 8       | 7          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



## V-RALLY '99

“A RALLY CAP  
AIN'T GONNA HELP”

From the “why in the world are they bringing another one of these out” files, comes the latest racing game from Infogrames. V-Rally, as the name would imply, is a rally-style racing game that shares its heritage with the PlayStation version usurped by EA and titled Need For Speed: V-Rally. If you also own a PlayStation and were unfortunate enough to have purchased the PlayStation version, you might be justifiably concerned about the N64 version. The good folks at Infogrames have assured us, however, that the game has been completely reworked and made more arcade-like to suit the tastes of the average American gamer. After all, it's not like rally games sell well here in the good 'ol US of A. We like to go fast and keep our left foot as far away from the brake as possible. Sega Rally is really the only rally-type game to succeed here, and it was far from any kind of rally racing sim. V-Rally has a lot to prove, as there have been numerous quality racing titles released in the last couple of months and quite a few more are going to be released this fall.

## GAMEPLAY

The set up of V-Rally is pretty straightforward,

V-RALLY  
..... EDITION 99

ARCADE  
TRAINING  
CHAMPIONSHIP  
NO. PLAYERS:1  
GAME OPTIONS

PLAYER 1: PLA

Overall  
Performance: 95%

ACCEPT

with just a couple of twists. You have your choice of World Rally or V-Rally to start. The main and only difference is whether or not other cars are on the screen at the same time. The tracks, cars and stages are all the same, although you can customize your vehicle to suit the particular course environment. There are over a dozen officially licensed cars and eight locations to race them in. Each location has either three, four or five different stages within them, depending on whether or not it is a checkpoint-based or lap-based race. You also have your choice between Championship or Arcade modes. As you might expect, the Arcade mode is basically just a detuned Championship mode that allows you to drive through obstacles with little to no effect. The majority of my time was spent with the Championship mode as this is the game the developers want you to play.

The first thing you'll notice, besides the graphics, is that there is no incentive to finishing in first place as you can pretty much race in whatever car or track you want. Granted, this is the nature of the rally-type race, but in a video game, you need some incentive to keep going. Once you complete a stage, you move onto



|   |     |          |
|---|-----|----------|
| 1 | DAV | 0:00:00  |
| 2 | SAN | +0:00:15 |
| 3 | GER | +0:00:30 |
| 4 | PLA | +0:00:45 |

TIME: 0:00:00  
LAP: 1/3  
TIME: 0:00:00





PLA BEST .....

BEST LAP 1'11"53



the next until you complete the race. You then move onto the next race and continue this until you get through all eight courses. At this point you must qualify to go onto the "expert" championship. Believe me though, at this point you won't want to. I've been playing this game for the better part of a week now and I can honestly say that I've seen enough. The vehicles are almost uncontrollable at all speeds! The challenge is not to win the race, but to stay on the course. If you drift off the course, even the slightest bit, your car immediately becomes a ping-pong ball for the next 10 seconds. Even at very slow speeds, if you drift off the course you will either flip over or skid uncontrollably. Now, we've all seen this kind of gameplay before; the original Rally Cross for the PlayStation comes to mind, and in all instances, this handicap could be overcome. As I got the hang of

the physics, V-Rally became a little more enjoyable, but the average gamer isn't going to give this game that much of a chance. No matter what anyone might try to sell American gamers about a certain type of racing that's really popular in Europe, the bottom line is that we don't necessarily have to go fast all of the time, but geez Louise, we'd like to be able to stay on the course if we're only going 40 mph. I'm not a professional race driver, but I do know that a car equipped with four-wheel drive is not going to flip over at 40 mph because it ran up on some grass or sideswiped a road sign!

### GRAPHICS

As I mentioned earlier, the first thing you notice about V-Rally is the graphics. What's immediately noticeable is that the game looks like a 2nd generation PlayStation title. The car models lack any significant detail

and the pop-up is all too evident throughout every level. You have four different camera angles to view the action with and all are reasonably well equipped to handle the task, there just isn't one you can stick with; you'll find yourself constantly switching back and forth trying to get comfortable. Each level also contains varying weather effects which all have an impact on your ability to maintain any kind of speed. Mostly, however, they just take a bad situation and make it worse. The sunset effect basically looks like a black and orange filter was put over the screen. It's almost impossible to see the outline of the track. Keeping your car on the course is a difficult enough task; throwing indiscriminate weather on top of it makes it almost not worth playing. I don't want to be too harsh on the visual package,





# JUDGEMENT 64



it's not that bad, it's just that we've come to expect a lot more from this 64 bit system three years into its lifecycle. And, unfortunately, the vehicle control is so bad that it permeates every other aspect of the game.

## SOUND

The thing I really liked about V-Rally was the running commentary throughout the game. It's not broadcast style, but rather driving hints as you progress through the race. It's basically your navigator telling you what kind of turn is coming up. Theoretically, this should help you stay on the tracks, but all it really does is warn you to slow down, as if you needed any more warning! The music is fairly nondescript as there isn't any, and the only other sounds in the game are those of the engines and they are abundant. If you ever pass anybody and they start to catch up to you, you'll definitely hear them coming. A little music would have been nice, but most of the time the music that comes out of European driving games does more harm than good. I guess in this case, it's probably a good thing that they didn't put any in!

## CONCEPT

If we're living in Europe, the concept of V-Rally is a no-brainer,

here in the states, however, you have to ask yourself: why do they bring out these games without tweaking them for the American market?! Racing games always sell if they meet the needs of the market. Gran Turismo and San Francisco Rush are proof of that. They are the ultimate sim and arcade games

The rally concept sort of falls in between here and we have yet to see one that American gamers can warm up to. V-Rally has a lot of positive aspects: a great sense of speed and a ton of depth, but the control and overall sterile feel will leave many of us scratching our collective heads!

## SHelf LIFE

If you're a fan of rally-type games and just have to beat every game you play, V-Rally will offer more than enough replay value. If, on the other hand, you expect to improve as you progress through a game, you may be turning V-Rally off a bit early. I've played through the entire first rally (all eight courses) and halfway through the "expert" rally; I must admit, the only thing keeping me going is my pathetic need to beat everything I play. The fun factor was over a long time ago. There are just too many other quality racing games you could be spending your time with.





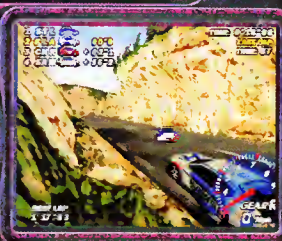
PLAYER 1: CAR SELECTION

306 Mail  
 1000cc 16V  
 ENGINE 2.0 16V 1700 RPM  
 TORQUE 210 Nm @ 5000 RPM  
 TOP SPEED 180 km/h  
 DRIVE 2WD (FRONT)  
 GEAR 5 SPEED (FRONT)  
 1100cc 16V 1700 RPM  
 WEIGHT 1000 kg

KIT CARS  
 WRC  
 EXTRA CARS

PLAYER 1: PLA [car icon]  
 ACCEPT [car icon] BACK

Citroen Xsara WRC Car  
 Nissan R32 GTR  
 Peugeot 306 WRC  
 Renault Maxi WRC  
 Ford Sierra RS Cosworth  
 Honda Delorean WRC Car  
 Hyundai Coupe WRC



## CONCLUSION

If you haven't figured it out yet, V-Rally will appeal to only the smallest segment of N64 racing fans. The technology is not new. The developers, in their desire to make it as real as possible, (which I take exception to) have made it no fun to play, regardless of how realistic it might be. The control is so frustrating you have to walk away from the game, take a breather, and then start up fresh again. Games are supposed to be fun and challenging, not frustrating and boring. Sego proved you can make a successful rally-type game for the American market and Infogrames has proven, once again, that the European model doesn't work.

ALEX



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 5             | 6                      | 5     | 6       | 5          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |





# GAUNTLET LEGENDS

"YOUR WIZARD HAS  
GAINED A LEVEL"

There's no doubt about it, retro-gaming is in. Gauntlet Legends is the latest game to update an arcade classic. Atari's original Gauntlet was a multiplayer masterpiece, fun for a single player and a blast for 4 people and a bucket of quarters. Now Midway/Atari has taken that simple yet brilliant game and transported it into the arcades of the 90s.

The recently released coin-op version of Gauntlet Legends is a smash hit, for all the same reasons its predecessor drew a crowd. Midway is now releasing the arcade hit for the Nintendo 64, and the question raised is — can the powerhouse 3Dfx-accelerated arcade game be packed into a tiny N64 cartridge? The answer might surprise you.

## GAMEPLAY

Fun. Gauntlet Legends (GL) sticks close to what made the original Gauntlet work. Pick one of various different characters and guide him/her on a quest from level to level. Each character has its own special skill — the warrior is strong and good at close combat, the wizard specializes in magic and long-range combat, Valkrie is a good balance of all attributes, and replacing the Elf is the Archer, fastest of all the characters.

As the player progresses in the game there are hidden characters to unlock (more on that later). A party of one to four characters travels through each level, searching for keys to open doors and treasure chests, meat to increase health, magic potions, and other objects. Along the way hordes of monsters, zombies, undead and other ghostly creatures have only one mission — to try to kill you. As in the original Gauntlet, the screen can sometimes fill up with these nasty creatures. At many points in each level there are "monster generators" that will keep spewing out evil unless the generator is destroyed. Also like the original, the main goal of each level is to get to the exit to progress to the next level.

But that's where the similarities stop. Gameplay still feels like the original but there is so much more to do and see. The only thing removed from the original Gauntlet is the Sorcerer character and the annoying Thief that stole items from the player. But so much more has been added. The most obvious is the new 3D environment. The camera is still above the characters, but not directly overhead.

It zooms in, out and around the players to include everyone on the







screen and to get a good view of the ocean. Control of the characters is the same as other games like this, the analog joystick controls movement and the A and B buttons control fight and magic. The 3D environments aren't just for looks either. The player must fight his/her way over bridges, up steep hills, use elevators — in other words, enemies come from the left, right, up and down.

There are a lot more goodies added to this game that make it unique. Huge bosses at the end of each realm spell certain death for those who aren't up to the challenge. The Z "turbo" button can help a character in trouble get out of harm's way, or can be used with the fighting and magic buttons for some serious attacks.

A great addition to this game you won't find in the coin-op version is Sumner, a good wizard whose voice guides you through the quest. For the home version

he's actually an on-screen character that not only keeps the story moving along but also acts as the central interface. When it's time to spend the gold you've collected or buy/sell quest items, Sumner's the man. He also loads and saves your game to a memory pack.

Like the arcade version of GL, the main quest is to find 12 Rune Stones to open up the final realm. In the home version there's also a broken stained glass window that each of the bosses possess a part of. When you defeat a boss Sumner replaces that section of the window, opening up an added realm. Gameplay balance is very good. There are moments where a puzzle has to be solved and backtracking is involved, but you never have to travel too far back in a level to find the answer. I really like that the switches have arrows on them that point to the direction of what they are activating,

because sometimes it's not too obvious.

The only issue I have with gameplay is there are a few moments in the single-player game where it's a touch on the tedious side. After all, most of the gameplay is simply fight, fight, fight. But just when it starts to get boring... BOOM! Something cool happens — pick the game back up.

## GRAPHICS

Stunning. If you don't have a 4-meg RAM expansion pack yet, GET ONE. This game looks great at the higher resolution that the RAM pack allows, plus the more memory will allow up to 4 players on the screen at the same time. Without the RAM pack you will be limited to up to 3 players. The different characters go through subtle changes as they gain levels. The character and enemies' animations are fluid and



Stonehenge, one of the bones an escaped, evil Sumner's tower and his

In a moment of glory, Sumner's tower



In an ancient, hidden, golden young mage summoned a great, golden, Sumner.



PEAK





varied — there are different combat moves based on how far the enemy is from the player and how tall the enemy is. If the enemy is on the other side of the screen the character will try to use a "throwing" attack. If it's a rat or worm beneath his or her feet then the character will stomp at it. Special effects like transparencies and colored lighting add flavor to each level. And what would a hack-and-slash game be without end-level bosses? GL has 'em, and they are HUGE!

## SOUND

Amazing. Not only are the graphics as good as the Nintendo console can give us, but the sounds exceed expectations as to what a cart can do. Wonderfully orchestrated stereo music hunts the player as they progress from level to level. This music is at times transparent and other times reaches out to be listened to. Sound effects and atmospheric cues bring the wonderful graphics to life. There's nothing worse than the howl of a mo-bomber running off your character with a barrel of explosives. Best of all, Summer and each character has LOADS of speech, even beyond what was in the coin-op. All this dialogue has been compressed and crammed into the cart and it still sounds clear.



## CONCEPT

Brilliant. The coin-op version of GL is a multiplayer masterpiece, and the home version not only includes all the fun of the arcade but also adds a LOT to the experience. The N64 version adds 3 brand new worlds with new traps, enemies, music and two killer new bosses. Your quest in the home game is a complete story with different goals and cinematics than the coin-op version. Added ideas such as Summer, your guide through the quest, makes a great game and adds even more depth. If you like adventure/quest games, you'll like Gauntlet Legends. If you like action/hack-n-slash games, you'll like Gauntlet Legends. If you like both styles of games, you'll LOVE Gauntlet Legends.

## SHELF LIFE

Deep. The quest is long and involving, and GL is the type of game you can't stop playing until you reach the end. And that's just the single-player mode. Grab a couple of buddies and compete against them — snatch the gold from a deserving warrior or rob a starving wizard of food, all while fighting off hordes of nasty monsters. The nonlinear nature of the home version gives added life to the game. You may go back and redo levels already completed to find a missing item or to acquire more gold to sell for other items and abilities. Once you complete







the game with one of the characters, there are 7 other characters waiting for the some thing. When each of the 4 starting characters reach level 10 they unlock a secret character with advanced capabilities. Can you get all 8 choracters up to level 999 THAT'S "Shelf Life"!

### CONCLUSION

Without a doubt, Gauntlet Legends is the best N64 cart I've played in a long time. Every aspect of the game is perfect — sound, control, graphics, and most of all, gameplay. It goes to show you what a group of talented people can do with a great classic game based on simple and fun gameplay. Even though the action boils down to simple hacking and slashing there's enough depth to the quest and added incentives to make it feel big.

**DAVE WHITTLE**

USE KEYS TO  
OPEN DOORS  
AND CHESTS

| THE 64 SCORE     |                        |       |         |            |
|------------------|------------------------|-------|---------|------------|
| GAMEPLAY         | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 8                | 9                      | 9     | 9       | 9          |
| OVERALL<br>SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



# DUKE NUKEM: ZERO HOUR

"CAN I GET AN EXTRA  
FIVE DOLLARS?"

Ever since Duke Nukem 3D was released on the PC, Duke has become one of gaming's most popular icons. Since his debut, everyone has become familiar with his signature one-liners and over-the-top attitude. Putting a new spin (well, sort of) on the Duke Nukem style of play is Duke Nukem: Zero Hour. Developed by Eurocom Entertainment Software, Duke Nukem: Zero Hour places our exultant one in a third person perspective where he has to travel back in time to stop aliens from taking over the earth and at the same time, prevent them from chopping down Duke's family tree. Showcasing excellent graphics, sound and more importantly, gameplay, Duke Nukem: Zero Hour is one terrific game.

## GAMEPLAY

In Duke Nukem: Zero Hour, players must blast through over 35 levels filled with numerous enemies and puzzles. Although you can't help but compare the game to Duke Nukem: Time to Kill, Zero Hour is so much more deeper in terms of gameplay and features. While working for a Special Forces group, our hero Duke Nukem is notified that the planet is facing yet another alien invasion. The aliens have devised a way to travel back in time and are bent on destroying the Earth by sabotaging key events in history. In

addition, the aliens have another objective — eliminate Duke by killing off his ancestors. Duke, realizing the aliens' intentions, must travel through four action-packed eras including the present day, post-apocalyptic New York City, the Wild West and Victorian London. In the process, players will kill off boatloads of aliens and rescue a fair amount of beautiful bimbos.

A Duke game wouldn't be a Duke game without a wide assortment of weapons and Zero Hour has an impressive arsenal. When you start a new game, Duke only has two weapons — a M-80 Pulse Gun and his fists. As players progress, new weapons and items become available. A cool point to mention about Duke's weapons is that a number of them have power-ups, usually in the form of specialized ammunition. For example, the .50 Sniper Rifle can be loaded with Armor Piercing rounds. Weapons range from a sawed-off shotgun to a rodium cyanide launcher to sticks of dynamite. There are a total of twenty new weapons in all.

Having all these weapons would be pointless unless you have plenty of enemies to kill and Duke Nukem: Zero Hour has boatloads of 'em. 25 different enemies to be exact. Enemies range from flesh-eating Apocalypse Cannibals to lizard

M-80 BLASTER

8.8L

alien invasion. The aliens have devised a way to travel back in time and are bent on destroying the Earth by sabotaging key events in history. In







enemies and everyone's favorite, the Pig Cops. There are even Riot Pigs, Road Hogs and Capitalist Pigs who like to throw bombs at you. Most of the enemies will wear different clothing depending on the time period. For example, during the Wild West, you'll find Cowboy Grunts and former soldiers of the British Crown have become Soldier Grunts in Victorian London. But no matter what costume the enemies are wearing, after you're through with them, all you'll see is red.

Playing as Duke Nukem from a third-person perspective may seem awkward in thought, but it is executed quite nicely. His movements are smooth and reminiscent of Lara Croft. Not only can he walk, run and jump, Duke can crouch, climb and swim. Playing the game from this perspective really lets the player be a part of the action instead of just observing it. Players have to be aware of the action and be prepared to react from all sides. With a game such as Zero Hour, tight

control is crucial and the control is excellent. Executing circle strofes or changing weapons can be easily done with a few button presses and quick stick movements. Although the control scheme for the inventory system could have been improved, for the most part, players will be able to control Duke without a problem.

A big complaint of Duke Nukem: Time to Kill was the smart cameras. Players were executing leaps of faith in hopes of landing in the precise spot. There were times when you thought you were reaching for something to hold onto, but in reality it was a little further than you anticipated. Duke Nukem: Zero Hour provides a wide view of the action and the cameras hardly ever make Duke disappear. He is always visible on screen. This is definitely a good thing. The auto-aim feature is a definite plus as well. What truly makes Duke Nukem: Zero Hour such a blast to play has got to be the multiplayer action. Not only is there Dukematch (which is

your traditional deathmatch) for up to four players, there is Last Man Standing, King of the Hill and even Team Dukematch. Last Man Standing is a mode where the aim is to be the last person left alive. King of the Hill has players competing for the most kills in a given time limit. All these modes are well and good, however the most compelling of these multiplayer modes has got to be Team Dukematch. This mode offers the opportunity for the players to join one of two teams, red or blue, and compete in deathmatch tournaments of two-on-two. As an added bonus, there are over 29 different Dukematch skins.

#### GRAPHICS

Graphically, Duke Nukem: Zero Hour shows Duke in all his glory, with vivid colors, deep textures and through the use of the Nintendo Expansion Pak, players are treated to high-







resolution graphics showcasing wickedly cool lighting and special effects including transparent water, colored fog, texture-mapped skies and Gouyoud shading. Another highlight in Zero Hour is the use

of polygonal models instead of sprite-based ones that were used in Duke Nukem 64. Environments become more interactive and Duke himself never looked better. To make Duke's movements that much more realistic, Eurocom utilized a Rotational System and in-house motion capture. The end result is incredible. Be forewarned folks — all this high-resolution and special effects does have a price. Frame rates do tend to slow down when a lot is happening on screen; luckily you can turn this feature off if the lack of frames gets you down. In the end, it's all good.

## SOUND

Sound is without a doubt the weakest area in Duke Nukem: Zero Hour. Although the voiceovers for Duke are excellent and crystal clear, an area of improvement is definitely the weapon sound effects. The Claw-12 Shotgun sounds almost identical to the Sawed-Off Shotgun. Your M-80 Pulse Gun sounds more like a peashooter than a formidable weapon of destruction and the Alien Freeze-Thrower just sounds pathetic. With recent developments in sound compression technology for Nintendo 64 games there is no reason for such poor sound quality. Also, a lot of the aliens you encounter sound too

similar. It would have been nice to be able to differentiate the aliens based on sound. This would allow players to prepare for what was coming around the corner.

## CONCEPT

Even though the gameplay is similar in concept and design as Duke Nukem: Time to Kill, Zero Hour still has a distinct personality of its own.

With the inclusion of multiplayer modes (cooperative and deathmatch), enhanced graphics and the fact that the Nintendo 64 is totally lacking an action/adventure with attitude, Duke Nukem: Zero Hour has something for everyone. Duke Nukem: Zero Hour has more than enough action for the twitch gamer as well as enough puzzles and challenges for the adventure fan in all of us. As long as there are active young video game players, there will always be a Duke-style game.

## SHELF LIFE

Duke Nukem games have a tendency to have exceedingly long shelf lives; just look at the original PC version of the Duke Nukem 3D. If you go to a software store, there are countless add-ons and mods for the game; and believe it or not, a lot of gamers are still playing it. Duke Nukem: Zero Hour puts Duke in a different light and for the first time, makes Duke accessible to pretty much everyone, whereas the first Duke Nukem 64 really







only catered to first-person shooter fans. Zero Hour has much deeper gameplay and the variety of gameplay coupled with top-notch graphics gives the game higher replay value.

# CONCLUSION

If you look at the Nintendo 64 library, the number of quality action/adventure games is pretty slim. Yeah, you got Quake II and Body Harvest; they're both good games, but not great. Zero Hour boosts cleaner graphics than its PlayStation cousin and the inclusion of great multiplayer features make it even more attractive. The whole time travel aspect of the game is brilliant and really lends itself to making Duke Nukem: Zero Hour time well spent.

**TOM**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHelf LIFE |
| 8             | 8                      | 5     | 7       | 8          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |





# GEX 3: DEEP COVER GECKO

"I THINK I'M A  
LIZARD NOW, TOO!"

Crystal Dynamics' wise-cracking, tail-bouncing, tongue-shooting mascot is back! Originally a side-scrolling platform game for the 3DO, last year Gex made the leap into 3D on both the PlayStation and Nintendo 64 with Gex 2. Enter the Gecko. Apparently, the folks at Crystal Dynamics have decided that we can't get enough of the little lizard, so they've brought him back for some more tail time. Gex's new sidekick, Agent Xtra, has been kidnapped by his arch enemy Rez. To rescue her, Gex has to once again enter the media dimension — a place where movie and television parodies came to life. It's tail time!

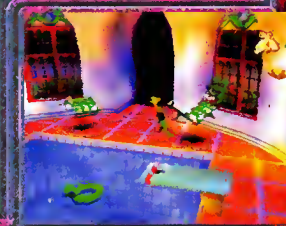
## GAMEPLAY

Gex 3 is a 3D platform/exploration game in the same vein as Banjo Kozooie. The game begins in the Gexcave — an underground lair which serves as the hub to access the game's 24 levels. In each of the levels you are assigned three different missions which involve locating items and solving various puzzles. When you successfully complete a mission, you are awarded a remote control. Access is granted to subsequent levels only once

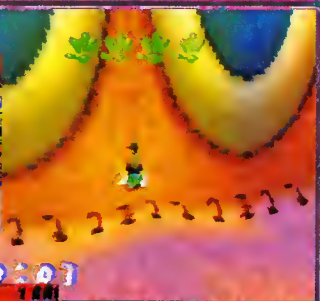
you've met the remote control "quota." The levels are varied and compelling, including themes such as fairy tales, the Old West, the North Pole, Egypt, WW II, etc. Gex dons different costumes for each and even transforms into a vampire or a Herculean musclemoon when necessary.

Aside from the three missions, there are three collectible items located in each level. Although you do not have to pick them up in order to progress through the game, doing so will provide you with goodies. There are 100 fly coins per level — finding 50 gives you an extra life, while finding them all gives you a secret remote control. There are also 10 paw coins per level — when you've collected a total of 25, your health "meter" will increase by an additional paw. Finally, there are three bonus coins in each level which will allow you to enter bonus levels located throughout the game.

Gex's moves are simple. The B button whips his tail to destroy enemies and break certain objects. The A button makes Gex jump. Hitting it twice and holding it will cause him to do a tail bounce and jump even higher.







The Z trigger catches and eats bugs — some of which will then allow Gex to spit flame and freeze or slime enemies. The R button makes Gex duck or dive once he enters water. Yes, this Gecka can swim! He can also ride animals, drive a tank, and carve on a snowboard depending upon the level. What makes Gex stand apart, other than the fact that the main character is a gecko, is the game's sense of humor. Comedian Dana Gould, whom you might have seen on the television show "Waking" (assuming you didn't blink and miss it) provides the voice-overs. Throughout the game, Gex makes wisecracks, quotes movies, impersonates celebrities, and so on. While some may be over the heads of very young players, there are a lot of funny lines to be heard. Gex's quips are not the only source of the game's humor. There are puns and

jokes galore to be read on signs throughout the many levels ("We accept Cash, Checks and Cows" in the Jack and the Beanstalk level, or "Far Sale: Pyramid — \$20,000" in the Egyptian-themed level, for example). Some of the humor is entirely visual. On one level, while swimming you notice a pipe pouring liquid into the lake. It isn't the same color as the water, though. Only when you hop out and take a look will you notice that the spout is located directly underneath an outhouse. Yuck!

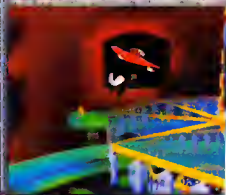
Now for the bad news. The camera is still frustrating. It moves a little bit too jerky for my taste, especially when Gex jumps up and down, causing more than the usual motion sickness. Although the camera does move to follow you, there are quite a few times when you have to wait for it to catch up before you can

make a jump. While the yellow C buttons can be used to rotate the camera, there are a few places where the camera can't be positioned where you need it — causing you to make jumps almost blindly.

Aside from the camera difficulties, my main complaint concerns the non linear nature of the missions. A lot of time seems to be spent wandering around a level not knowing where to go. You might perform a series of tricky jumps to reach an entrance to another level — only to learn that you don't have the requisite number of remote controls needed to open it. Often I'd find myself close to completing one of the missions when I stumbled upon the objective from another mission. You can't do both at the same time. Instead, you have to complete one mission and then return







to the level (going through the same enemies and obstacles) at least two more times.

Finally, although the levels are all enjoyable, they just didn't seem to

of course, and the game uses them to great effect. It seems that there are even more wisecracks present than in last year's N64 game, which keeps them from becoming too repetitive. You still have the option to turn them off, however (which is nice when you are a reviewer playing the game for days on end).



be as interesting as those in Gex 2. I think the designers outdid themselves last year. In trying to come up with as many levels as they could — horror, sci-fi, kung fu, disco, cartoon, stone age, etc. — they didn't leave themselves much room for the sequel. If there is going to be a Gex 4, I think they'll be hard-pressed to come up with anything new.

## GRAPHICS

Gex inhabits a cartoon world, and therefore everything is bright and colorful. The graphics look appropriate for each level's theme, and there was very little repetition of textures or tile sets as in other platform games. There is some of that annoying fog to obscure draw-in/pop-up, but it isn't much of a problem because most levels take place indoors.

## SOUND

The music is appropriately done for each level and there are lots of comic sound effects to set the humorous tone of the game. The hallmarks of the Gex series are the one liners,



## CONCEPT

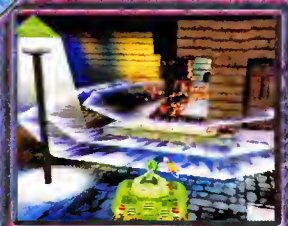
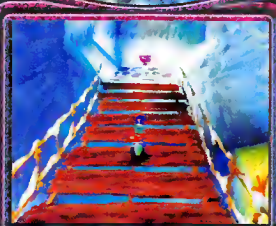
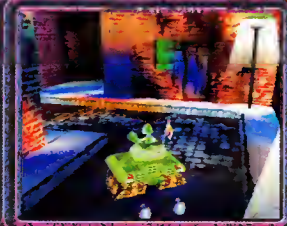
Gex 3 is a standard 3D exploration/platform game. As such, there is a lot of tricky jumping required, enemies to whip with your tail, and many secrets to be found. Aside from the pop culture references, however, the game doesn't add anything new to the genre. Still, it is as colorful and as humorous a platformer as you're ever going to play.

## SHELF LIFE

With secret levels, and multiple objectives in each level, Gex 3 has about the same amount of replay value found in most 3D platformers. As usual, you can meet the minimum requirements to progress to the next level or you can knock yourself out trying to find each and every last secret. Once you finish the game completely, you probably won't want to come back to it for







awhile — but it should take you a decent amount of time to get through it the first time.

## CONCLUSION

Our concerns with the N64 version of Gex 2 have all been addressed in Gex 3. The game opens with an explanation of the story (complete with pseudo-FMV), there are three levels and a new ability — the “tongue swing” — which are N64 exclusives, and the frame rate appears much improved. Gameplay-wise, Gex 3 isn’t much of a stretch from the last installment with the same mission-based levels and constant quips. But then again, the franchise is pretty polished already. If you are a fan of the original or love 3D platform games in general, Gex 3 is an enjoyable challenge.

**MARK**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 8             | 8                      | 8     | 7       | 7          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



# STARSHOT: SPACE CIRCUS FEVER

"THE GREATEST SHOW  
ON EARTH... NOT!"

Starshot: Space Circus Fever is an action/adventure game where you control "Starshot", a funny-looking intergalactic juggler. All would be right with our mascot's universe except for one thing—the "Virtua Circus". This fake "virtual reality" circus is the mastermind of Wolfgang Von Ravel, a crooked P.T. Barnum that is stealing all the business from the REAL circus by charging aliens of various planets to strap on a VR helmet to partake in the wonders of the universe. To make matters worse, his computer-generated circus is infected with a virus. Your job, if you choose to take it, is to guide Starshot and his friends Willy and Willfall through various worlds that the Virtua Circus has taken over and stop its deadly plans. Will Wolfgang Von Ravel's wicked plans succeed? Will Starshot save his circus from the... um... evil, virus-infected fake circus? Are you sure you really want to know?

## GAMEPLAY

OK, the plot does sound cute, and lil' Starshot is a cute character. But as I started the game I had the sneaking suspicion that it's a bomb. I won't say that Starshot isn't the biggest waste of silicon I've ever come across, but with so many better games out there I wonder why people would

bother with this one. Nintendo has claimed to stand for "quality before quantity," but I'll bet whomever at the Big N said that has never played Starshot. If you've played a platform game before, you know the routine. You do some running, jump on platforms, swim in oceans (watch out for killer sharks and submarines) and fire a weapon at enemies. Movement is controlled by the trusty analog stick, jumping via the A button and firing with the B. The Z button calls up a power-up status screen and why centers the action behind Starshot.

Occasionally there's a puzzle to be solved, such as finding an object that a character requests or finding a key or device to open a door. Sound familiar? If not, put down this magazine and start playing more games!

What's wrong with THIS game? It doesn't come down to one thing that sucks, but a bunch of things it doesn't do very well. With great platform games like Mario64 and Bonjo Kozooie, control is the key element. Starshot controls just like those guys, except the camera movement is wrong. You can control the camera yourself with the yellow arrow buttons, but who wants to do that? One scene in particular shows off this problem.







You have to cross a river in a raft and shoot at guards who attack from all sides. The guards can be seen coming from the front and passing the raft. Before you know it, they are attacking from the left, right, and rear — just out of camera range. The solution is to memorize the pattern and be waiting for each one, but that isn't the point. Wrong camera angles equal bad programming! Another problem is a little thing called frame rate. The first moment you actually play the game (after the intro) it slows to a crawl. For some reason the warp zones cause a serious frame rate hit in the game. As you move the character away from these zones the frame rate improves, but it's still a shame to start the game on such a bad note. Again, bad programming here.

Not to keep harping on the programmers (I'm sure they are nice people) but this game commits one of the worst sins a video game can commit — willful suicide. I'm

sure this has happened to you — you're progressing from a checkpoint only to make a mistake that doesn't kill you but makes you wish you could start over from that checkpoint. The best way to accomplish this is to kill yourself so you will be re-spawned at the checkpoint. That is a perfect example of, I hate to say it, more bad programming.

So I'm ragging on this game but haven't given it truly awful marks — wazzup with that? I have a confession — I actually started to like this game the more I played it. Not enough to recommend it of course, I'm not THAT stupid. But after conquering the "Killer Expo" world (a sort of shopping mall for the wormongers of the universe) I realized there were occasions I found myself actually having fun. The puzzles aren't too hard to be unsolvable but hard enough to wonder if you are doing the right thing. If you become lost there are little help balloons along the

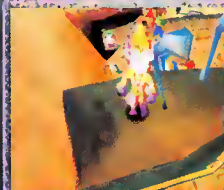


way to point you in the right direction. For some reason there's a certain satisfaction from solving the puzzles in this game. Maybe it's the realization of being one step closer to the end of this lame game? I'm not sure.

Oh, I have to mention Storshot's sidekick Willfly and Willfalt. One is a little... um... "thing" on wheels that follows Storshot around and does nothing except engage in some embarrassing conversation. The other is a flying rocket that, when powered up, Storshot can jump on and ride. This "riding the rocket" thing is one of the best parts of the game! Suddenly the controls are completely whocked out and a new way of playing has to be learned. If there were a lot more touches like this we would be talking about a much better game.







### GRAPHICS

Like the rest of the game, the graphics aren't anything to praise. The best way to describe them is "almost but not quite". The levels look lame at times but

there are other times when it's rather nicely done. Give points to Intergames for filling up many levels with a nice amount of polygons, but take points away for the occasional slowdown. Don't look too far into the distance or you will notice some serious pop-up happening. The worlds have a nice cartoony look to them but fail to compare to the now-ancient Mario64.

At least the characters are nicely animated, especially when Starshot is hanging onto the rocket.

### SOUND

Ugh. The whole "circus" theme could have been fun with some clever music and sound effects, but that didn't happen here. The music is marginally passable at best, and the sound effects can be downright annoying! The "honk" when Starshot tries to pick up a power-up that he doesn't need sounds very out-of-place. The other sound effects can be best described as "generic". Worst of all, remember the "glibber-gabber" speech from the original StarFox game on the SNES? It's even more irritating on the N64! Be prepared to sit through lots of it in this game!



### CONCEPT

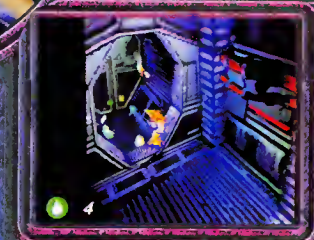
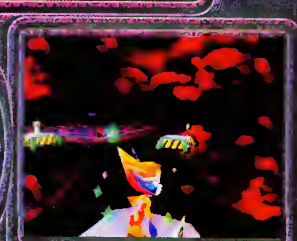
The plot seems clever at times and forced other times. However, like most 3D platformers, the plot is usually an afterthought. Many of the environments don't really make sense — platforms around a volcano? A giant waterfall in the middle of space? I guess they are supposed to be clever, but I just stopped wondering why after awhile and settled with "whatever". I know, the environments in other games don't make sense either, but at least other games work the platforms into the scenery better than Starshot does. Action platform games need some sort of "hook", something that connects the levels together with the story. Starshot tries as hard as it can, but the whole circus "hook" falls flat and all the elements seem disconnected from each other.

### SHelf LIFE

Here's the thing... If you are stuck with this game (it's a gift from Grandma or something) and decide to play it, it does get better the further you get into it. Eventually I found myself at least wanting to see what was next. And some of the puzzles and dialog have an absurd sense of humor that OCCASIONALLY causes a chuckle. It's all stuff that has been done before, and done much better. But for what it's worth Starshot has somewhat a lasting interest that keeps moving forward.



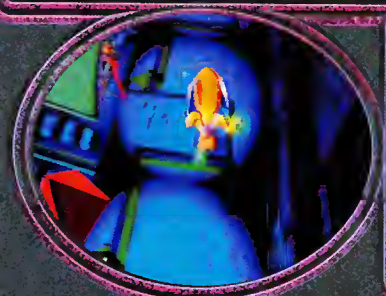




## CONCLUSION

Starshot won't be the worst game of the year, but it tries hard to fail at every level. Poor programming plagues both the flow of the game and the visual enjoyment. The sound and music often annoys, as does the camera angles. The plot seems contrived and the humor usually falls flat. Yet through it all, some of the puzzles and gameplay manage to work, and there's never really a dead end. Avoid this game if you can, but if it's forced upon you then keep playing! If you look hard enough there is some fun to be had. Maybe a sequel will fix the problems and a better game will develop? Or better yet, maybe the developers will scrap the entire thing and try something new.

DAVE WHITTLE



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 6             | 6                      | 4     | 5       | 7          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



# COMMAND & CONQUER



EVA ONLINE

## COMMAND & CONQUER™



PRESS START

"I CAME, I SAW,  
I CONQUERED"

I find it interesting that Nintendo and Sony seem to be heading in opposite directions. Sony, whose first system is on its last legs, is finally starting to release more games geared towards the younger market. Nintendo, whose current console is more than halfway through its lifespan, is starting to release more games targeted towards an adult audience such as Resident Evil 2 and this one. It's as if the Big "N" suddenly realized that it lacks the same diversity of titles as its competition — but is releasing a version of a four-year-old PC game a matter of "too little, too late?"

### GAMEPLAY

Command & Conquer is a war/strategy game which was first released back in 1995. C&C and its sequel, Red Alert, have sold more than 10 million copies — and that was before the recent sequel Tiberian Sun. Why the huge success? C&C was unique in that the battles unfolded in "real-time." Unlike prior turn-based strategy games, troops and vehicles continued to move and engage each other whether you were paying attention or not. The benefit of this approach is that it eliminates the tedium involved in waiting for another player to make a move. On the other hand, careful planning

tends to get thrown out the window when you're always on the move. Although long-term strategy is important, like the guy balancing plates at the circus (or my Mom trying to prepare Thanksgiving dinner), you've got to constantly keep everything in motion.

The action in C&C is viewed from a top-down perspective, with players maneuvering scaled-down soldiers and vehicles over various terrain. While you are not represented by an on-screen character, as the battlefield commander you have the opportunity to send more men to their deaths than Steven Spielberg did last summer. The two combatants involved are the Global Defense Initiative (the good guys) and the Brotherhood of NOD (the bad guys, as evidenced by their goatees). C&C lets you play as either side. Since the missions differ depending upon which team you have chosen, it is like having two games in one.

The computer versions of C&C rely upon a mouse and keyboard for input. Lacking similar peripherals, the N64 relies upon the analog stick and controller buttons to perform the same functions. There are two problems with this approach. First, because so many commands are



POWER PLANT 4300



A/C



GENERAL SHEPPARD







COMMAND & CONQUER  
TIBERIAN DAWN

ENEMY VEHICLE



AND IS EXPERIMENTING ON CEREAL  
USING TIBERIAN. USE THE COMMAND  
TO TAKE OUT THE SAM SITE  
SHOOTING THE JUMP-OFF AREA.  
WITH THE SAME NAME YOU WILL THEN  
BE GIVEN AN ADVANTAGE. TAKE OUT  
THE AMERICAN AND YOU WILL BE  
REWARDED TO HELP YOU TO LOCATE  
AND DESTROY THE DISSEMINATED  
FACILITY.

needed, you'll have to memorize odd button combinations such as Z + B, R + B, and R + A. Secondly, the analog controller is not quite as accurate as a mouse. This means that you might select a target instead of sending troops to an area, or you might select the wrong soldier when several are grouped tightly together. Accuracy affects reaction time, and in this game every moment counts.

Other than the new graphics and the lack of mouse control, the N64 version is pretty faithful to the original. My other complaints, therefore, concern the C&C franchise in general.

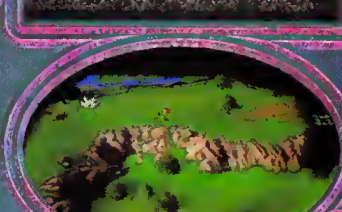
First of all, I have always disliked the way that the surrounding area appears dark until you explore it. I understand that players shouldn't know in advance where the enemy may be located, but who would send troops into an area without having a map of the terrain? The game could have at least provided a wire-frame map or

some other outline to prevent players from leading troops into a dead end. As a practical matter, you'll end up wandering around a few times before memorizing the map and learning where the enemies and target installations are located. Since these locations never change within each mission, this knowledge gives you an advantage. Isn't that what the designers were trying to avoid by not showing you the entire map in the first place?

Second, there needs to be an indicator showing you where your troops are under attack. Since you cannot keep all of your troops, vehicles, or structures in view at all times your only clue that you are being attacked is the sound of machine-gun fire. By the time you figure out where the skirmish is located, it may be too late. This wouldn't be as much of a problem if the AI was smarter, though. Which brings me to my next

complaint.

Perhaps I was hoping to delegate a little more authority, but I expected my troops to be more intelligent. They won't move out of harm's way unless ordered to scatter, and you practically have to point them at every single enemy soldier. There seems to be very little intelligence involved. For example, when I sent a bunch of soldiers to destroy a SAM site, they concentrated solely on that goal. So, when an enemy soldier came out of the trees nearby, my men continued firing at the SAM site while this lone soldier picked them off like sitting ducks. My commando, to provide another example, didn't have enough sense to move away from a structure he just blew up with C-4. He took significant damage from standing too close to the blast. I'm not asking for super-sophisticated AI that requires players to keep soldiers from going AWOL or



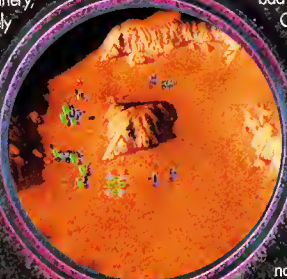




providing military secrets to the enemy. All I'm asking for is a little sense of self-preservation and initiative!

## GRAPHICS

Unlike the sprite-based original C&C, the N64 version is presented in "true 3D." Does that make much difference? Not really. The 2D graphics of the original suited the gameplay just fine, although going polygonal doesn't hurt (except for the speed). Although they are not quite as detailed, the landscapes, machinery, and buildings still look realistic and the troops are nicely animated. Full-motion video played a role in the PC version of C&C and its sequels, but could not be duplicated on the N64. C&C supports the expansion pack with a high-resolution mode but the trade-off, of course, is speed. If you thought things slowed down in normal resolution when the action heats up, wait until you see it in high-res! As the graphics are already good enough, the slight improvement offered by the expansion pack is definitely not worth the decrease in speed.



the sound effects are appropriate and set the mood for the game. Your units respond to orders via radio, although their voices quickly become repetitive. The commando also has a few humorous responses which are funny the first time you hear them. Just the first time. As for the soundtrack, there are 17 different themes to choose from which are all surprisingly good considering that the music comes from a cartridge rather than a CD. Too bad they couldn't have licensed the theme from "Bridge Over the River Kwai" though.

## CONCEPT

Real-time strategy games have been a staple in the PC world for several years, so the concept is nothing new. However, Command & Conquer is the most successful series in the genre and seems to have struck an appropriate balance between action and strategy. As this is the first real-time strategy game to appear for the N64, I'll give them credit for trying something new even though there is no innovation involved.

## SHELF LIFE

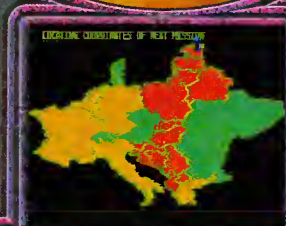
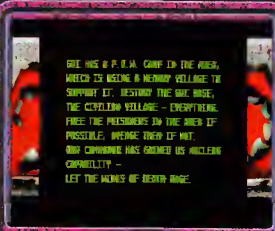
Finally, an N64 non-sports game with extremely good replay value! Not only will it take you awhile to get through the various missions, but the missions differ according to the forces you control. In

## SOUND

Ah, yes! The sounds of war — explosions, vehicle engines, and screaming soldiers (which reminds me — the game is not for the squeamish. Your soldiers will get shot, blown up, fried to a crisp, and squashed by heavy vehicles). While nothing spectacular,







In addition to the regular game, C&C also features a Special Ops mode with even more missions (and once again you can play as either GDI or NOD). As the game ranks you based upon your efficiency and leadership, players will be encouraged to replay missions in order to improve their ratings. Finally, no battle will unfold exactly the same way twice.

## CONCLUSION

It's not exactly groundbreaking, but N64 owners finally have a real-time strategy game available for their console of choice. If you are already a fan of C&C on the PC, however, this version won't give you anything new to get excited about. The frame rate drops during heated battles (more so in high-resolution mode) and the analog control is not the greatest, but even with these flaws the game is enjoyable.

**MARK**



| THE 64 SCORE  |                        |       |         |           |
|---------------|------------------------|-------|---------|-----------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SELF LIFE |
| 8             | 7                      | 8     | 7       | 8         |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |           |



# IN FISHERMAN: BASS HUNTER 64

"THE ONE THAT  
GOT AWAY"

Ah, fishing games... does life get any better than sitting in your own living room, protected from the elements and fishing at will, with never having to leave the comfort of your Lazy Boy? For many gamers out there, the answer is a resounding, NO WAY! And it's for you that Take Two and a host of other companies have come out with fishing games for every system since the Atari 2600. Funny thing though, the games or the sport haven't changed in all of that time, yet they continue to be a viable genre for game developers. The sport has a small but dedicated following that pretty much buys every game made for their particular system. This leads me to my latest endeavor, In Fisherman: Bass Hunter 64.

## GAMEPLAY

As the name would imply, Bass Hunter is a bass fishing sim that takes its name from the popular In Fisherman series. With the name comes the host, Al Linder. You can either fish with the master himself, or take tips from him along the way. The game is set up just like any bass tournament.

You are given a set amount of time to try and bring the five biggest fish you can catch. At the end of the allotted time, everyone returns



to have their haul weighed. If you finish in the top three, you are allowed to move onto the next level and so forth throughout the tournament. At the beginning, you are given one fishing rod and a choice of three different licensed lures, as well as a Ranger bass boat complete with a fish finder. After that, it's up to you to find and catch the five biggest bass you can. You can dictate how far you want to cast out by using the power meter on the right of the screen, as well as choose what kind of cast: overhand, skip or sidearm. Once you've got your line out, a simple press of the A button will bring it in a little at a time. When a fish begins to nibble on the line, you'll get a message across the screen letting you know, as well as a little tug from the rumble pak. At that point, if you pull up, you should snag the little bugger and can begin to bring him in. The rumble pak will create a little tension as you try to reel in your catch; the bigger they are the more time it will take to do it, of course.

## GRAPHICS

Fishing games aren't going to get a ton of visual attention in the







development phase. It's pretty much all about the gameplay. Bass Hunter is presented in full 3D, including the rendered backgrounds. The fish are all very well drawn and have a good amount of detail. The split-screen presentation is an added plus as it allows you to see above and below the waterline at the same time. It makes for a much easier time catching the right fish!

#### SOUND

Sound in a fishing game is a very short topic, indeed. Aside from the normal sounds of the sport itself, you also get treated to some pretty spiffy little diddy when you hook one. After a while, however, it gets pretty annoying and you end up turning the sound off. There's really no need for it, you're better off cranking up some of your favorite tunes and turning the sound off on the game.

#### CONCEPT

Every "next generation" system has had its share of fishing games developed for it and the Nintendo 64 is no different. Where Bass Hunter 64 tries to be a little different is in its sim roots. The game is supposed to be as accurate a representation as the genre gets, and for the most part Bass Hunter does that.

#### SHELF LIFE

If there is one thing that fishing games do better than just about every other genre, it is keep the gamer coming back. Each time you put the cartridge in, you can expect a totally different gaming experience and at \$60.00 a pop, that's a good thing! Unfortunately, you'll only really feel that way if you're a diehard

fishing guy/girl. If you're a casual observer of the sport, you'll find that Bass Hunter 64 doesn't offer a wide enough depth to keep your interest for extended periods of time.

#### CONCLUSION

Quite simply, Bass Hunter 64 is a nice game for the true fishing enthusiast and an adequate game for the casual angler. The play mechanics will invite the most novice of gamers and the sim-like qualities will attract the purists. The feature list is long, if a bit directionless and the sheer size of the game should guarantee an extended period at the controls.

**ALEX**



| THE 64 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 6             | 6                      | 4     | 5       | 7          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |



# THE ADVENTURES OF SUPERMAN

THE MAN OF  
KRYPTONITE

It is sad, really; to have an American icon soiled by a publishing house so inept that, in the time I have played their games (since 1986-7 and "Super Cars" on the Commodore Amiga), they have yet to release a piece of software that wasn't riddled with bugs. Of course, you expect that kind of stuff in the PC world — there's no quality control or any voice of reason, other than the publisher's own self-respect and sanity. But, in the gaming world and, more specifically, on the Nintendo 64, Nintendo is supposed to protect us from garbage like this. Why does the Nintendo Seal of Quality exist? To protect consumers from incompatible software and low quality products. Nintendo has failed miserably and I will NEVER look at their stamp of approval in the same way.

## GAMEPLAY

Let me begin by saying that the game will crash on you constantly. Through the first six levels of the game, I have had it crash on me EIGHT TIMES — three times in the same spot! It is, without question, the buggiest console game I have ever had the misfortune of playing. Of course, I'm assuming that you will have some desire to play ANY kind of Superman game. The title consists of two bits; a series of outside areas where Superman has

to fly through rings and accomplish different tasks — like protecting a kid on a skateboard or destroying Lex Luther's weapons and whacking his minions. The other gameplay scenario is a series of indoor situations where there are enemies that need to be dealt with, baby puzzles to solve, etc. Superman can, of course, fly; he can also run, jump, throw things, punch enemies and find different power-ups that will give him special powers for a limited amount of time. As limited as the basic gameplay concepts are, I would be OK with that if it weren't for the sloppy control and the stiff feel to the entire package. It would be one thing to play a simple arcade game that was dressed up in a 3D package, if the game is fast, fluid and well-drawn. Superman is none of these things. The ultimate frustration comes, however, in realizing that you have limited interaction in the outdoor levels. Why does Superman have to fly through these stupid rings, anyway?

## GRAPHICS

The outdoor environments are acceptable and, at times, actually attractive. Of course, that could be because there is so much fog on screen that the game looks like it is set in



YOU WILL NEVER FIND YOUR FRIENDS  
IN THIS VIRTUAL WORLD...







London on a particularly miserable day. Conversely, the indoor environments are empty, lacking any kind of detail. The animation of Superman is completely uninspired, with limited movement and a small number of polygons used to bring the character to life. The enemies are, without exception, ugly little creations that would have been happier on the SNES. There was absolutely no effort put into making them look like anything but cardboard cutouts. If you want a good laugh, just take a look at the shadow enemies in the outdoor areas.

### SOUND

Sound? What sound? There is almost no voice and limited music — pathetic and weak.

### CONCEPT

If Titus' concept was to create the biggest piece of crap ever played, they have

succeeded like no publisher that has gone before. But, they don't stop there; they have also managed to completely destroy the Superman license. The publisher that picks this up from DC the next time around should be able to get it for two bits and a cup of coffee.

### SHELF LIFE

The plastic and silicon that is used to manufacture the cartridge that holds all of the data used to create Superman should have a half-life of approximately one trillion years. The code that creates the game you have to suffer through should have the life expectancy of the average housefly.

### CONCLUSION

I can't tell you how much I wanted to like this game and how much I tried to like it — only

to have my frustration and resentment build with each crash of the machine (I reviewed the final boxed and shipped game). There was so much that could have been done with this game; and it could have been a simple arcade game and nobody would have minded at all; if it had been done well. Unfortunately, the game lacks talent, vision, heart and soul. The Adventures of Superman is, without question, the worst game to appear on the N64. It stands as a testimony to corporate greed. Both on the part of the publisher, Titus, and Nintendo of America, who have managed to shred their Seal of Quality and the entire myth of the "Dream Team" by approving this game for release.

**DAVE**



| THE 64 SCORE  |                        |       |         |            |   |
|---------------|------------------------|-------|---------|------------|---|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |   |
| 1             | 1                      | 1     | 1       | 1          | 1 |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |   |



KEN GRIFFEY JR.'S  
SLUGFESTMORE LIKE...  
'PITCH-FEST'!

For those of you that read my review of last year's Griffey game, you may recall that I was a big fan of the title (and remain so to this day). I, like many of you, I'm sure, did not expect a sequel for the '99 season, but I am glad that Nintendo delivered. While the new Griffey is not going to take best baseball game status away from Acclaim's All-Star Baseball 2000 (possibly the best baseball game ever made), it does make some marked improvements over last year's game and is a quick, fun and attractive game of arcade baseball.

## GAMEPLAY

While Slugfest is feature-light, particularly when compared to ASB 2000, what it does, it does well. It is straight-ahead arcade baseball action in the vein of the classic "Baseball Stars" series from SNK. Although, even that description is inaccurate as you will find yourself, more often than not, involved in pitching duels with both the computer and human players. Why? Because the pitching system is razor sharp, with pinpoint control. While ASB 2000 also executes the pitching game near-flawlessly, Slugfest gives the player complete pitch control, in both speed and location. If you are hitting with the batting cursor active, you will find yourself



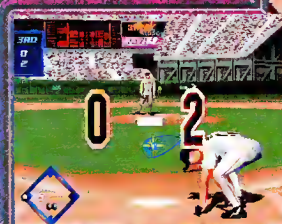
in an arcade chess match with the opposing pitcher — trying to guess pitch selection and location.

The pitching duels are also created by the uncanny knack that the computer opponent has for being in the right place at the right time — and because you can run down and catch almost anything hit into the gaps. While this may frustrate those of you looking for big scaring games, I find it exciting. There is nothing quite like entering the 9th inning at a 1-1 ball game.

Once you get past the pitcher/batter confrontation, gameplay becomes more static and generic. You can't slide, manually controlling the runners is unnecessarily difficult and there are an inordinate number of what I call "fishers" — weak flies that are the result of getting jammed at the plate. On the positive side of the balance sheet, Slugfest allows players to leap and climb the fence for balls just barely clearing the wall, has a create-a-player feature and full player management, including trading, drafting and allowing for the acquisition of free agents.

## GRAPHICS

For those of you with the RAM Pak, you



(L) T. PHILLIPS  
AVG HR RBI  
250 4 21





are in for a real treat when you get a load of Slugfest's high resolution graphics. The stadiums look absolutely amazing and the texture detail on uniforms, etc. is without peer. Unfortunately, the player models are far less detailed than those found in ASB 2000, so things aren't quite perfect. Add to that (for the second year in a row) the complete lack of an instant replay feature and, for all of its qualities, Slugfest can't quite get off the bench and take playing time from ASB 2000. The omission of any kind of instant replay feature baffles me as it should be so easy for the design team to implement.

#### SOUND

The Seattle Mariners' Dave Niehaus is on board for the play-by-play and he does an acceptable job. As with last year's model, Jr. is around to give you a short comment between innings. The voice is good, but not nearly as plentiful as

informative as that found in ASB 2000. Although, the stadium, area and crowd noise has been done particularly well — making you feel like you are really within the confines of a big league park.

#### CONCEPT

Nintendo and Angel Studios have done a great job of creating quick, intuitive gameplay, without dumbing-down the game of baseball. There are more things being done on autopilot than in ASB 2000, but the development team receives our kudos for successfully blending simplicity and fun with subtle complexity and depth.

#### SHELF LIFE

If you are strictly an arcade-style player and Slugfest is your only baseball game for the '99 season, then the game will last you

through the season and beyond (if you don't play football or hoop games). If, however, you are like me, you've probably already been playing ASB 2000 and, what can I say? It is such a tremendous game that even a stellar title like Slugfest has a hard time keeping me occupied when I know I could be making season progress in ASB 2000.

#### CONCLUSION

Ken Griffey, Jr.'s slugfest is a good game — just not as great as Acclaim's baseball taur-de-force. If you shy away from the complexity of the real game, and are looking for something that plays a little quicker, then Slugfest is the baseball game for you.

**DAVE**



| THE C4 SCORE  |                        |       |         |            |
|---------------|------------------------|-------|---------|------------|
| GAMEPLAY      | GRAPHICS               | SOUND | CONCEPT | SHELF LIFE |
| 7             | 8                      | 7     | 7       | 7          |
| OVERALL SCORE | 0 1 2 3 4 5 6 7 8 9 10 |       |         |            |

ACTIVISION'S

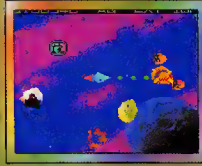
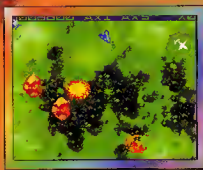
## ASTEROIDS

DEVELOPED BY SYROX

The venerable video game Asteroids continues to flourish, as retro madness hits the Game Boy Color. It

seems that everybody is dusting off and bringing their classics out, as Midway (Joust, Defender, Moon Patrol, Spy Hunter), Activision (Asteroids, Space Invaders), Capcom (1942), Hasbro (Frogger, Q\*bert, Centipede, Missile Command) and Namco (Pac-Man, Ms. Pac-Man) have all released (or are in the process of releasing) multiple titles for the handheld color system. Asteroids, which first came out in the arcades TWENTY

years ago, is just as an addictive of a game now as it was way back then! The Game Boy Color version of Asteroids will feature five different space worlds, or zones, that increase in difficulty as the player advances. One of the zones is an updated version of the original Asteroids, while the other zones include a Black Hole that has a deadly gravitational pull to a world where hot suns fire flames at you. Asteroids will also have cinematic cut scenes, four different ships to choose from, and tons of special f/x. A new concept for Asteroids, the power-up, has been fully implemented for the Game Boy Color version, as your ship will be able to pick up items such as homing missiles, gun satellites, trigger bombs, and ramming shields. There's even a hidden bonus level and extra ships (hidden, of course). And, last but not least, Asteroids features three different multiplayer modes via a link cable.



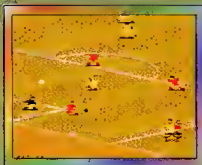
THQ'S

## FIFA 2000

DEVELOPED BY TIERTEX

portable system that we like to call the "GBC" (Game Boy Color). The FIFA series has been the best-selling soccer title on just about every other video game system, going back many years to the Sega Genesis glory days. Gamers-on-the-go finally get their chance to see what all of the excitement is about! FIFA 2000 contains 60 international "football" teams and can be played in five different game modes: Exhibition, Tournament, Playoffs, League and Indoor. In Exhibition mode, you can simply pick any two teams and have a "friendly" match, as they say across the pond. Tournament pits your team against a predetermined number of other teams in a World Cup-style tournament, and Playoffs is similar to Tournament with just fewer teams involved (and one less means you're done!). Should you decide to try your hand in the League mode, you don't have to worry about playing every game in one sitting, because there's a password save feature that saves your progress (as well as a limited number of season stats). And, if you really want to see some high scoring games, you can choose to play in the Indoor mode, where lots of goals and high flying excitement is the norm!

FIFA soccer has finally come to the Game Boy Color, thanks to THQ and developer Tiertex. THQ has licensed other Electronic Arts (EA Sports) titles, as Madden 2000, NHL 2000, and Tiger Woods golf game that are coming home to the little color



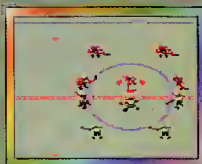
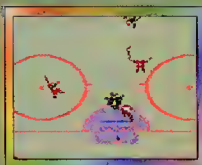
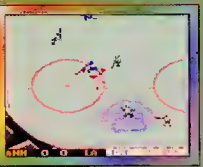
THQ'S

## MADDEN NFL 2000

DEVELOPED BY TIERTEX



Madden football, arguably the most recognized sports franchise in video game history, is making its Game Boy Color debut this fall. Madden football is actually celebrating its 10th anniversary this year — it was originally released for the Sega Genesis way back in 1989! Since then, the series has gone on to great success on many different platforms (Genesis, Super Nintendo, PC, PlayStation, Nintendo 64, and even the Sega Saturn) and has sold tens



of millions of copies worldwide! For the new Game Boy Color version, Coach Madden lends his insights (and name) to this gridiron title that features all of your favorite NFL teams. Gamers will be able to participate in five different play modes: Season, Playoffs, Exhibition, Sudden Death, and Quick Start. If you're worried about the Game Boy being able to handle all of your favorite plays — don't worry, be happy! Madden NFL 2000 has over 150 offensive and defensive plays, enough to satisfy any gamer-on-the-go. Also, you'll be able to select from 14 various formations, making the game as creative as you want it to be. Of course, if you don't like your play, you can

always call an audible at the line of scrimmage! Once you've selected a formation and a play, you'll be treated to some pretty amazing player animations (for a handheld, anyway), as the characters can dive, juke, jump, and make big hits!

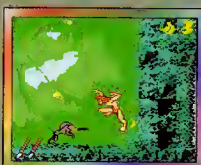
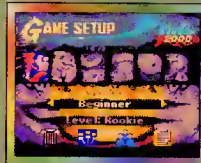


THQ'S

# NHL 2000

DEVELOPED BY TIERTEX

THQ continues to bring out the best in the EA Sports franchises for the Game Boy Color as NHL 2000 will be their fourth release of popular sports brands (along with Madden NFL 2000, FIFA 2000, and Tiger Woods PGA Tour 2000). Long known as the best hockey series ever created for the 16-bit systems, the NHL series on the GBC should continue that tradition. With six different gameplay modes available, there should be an option for advanced players as well as novice video game hockey players. Choose from such gameplay modes as Exhibition, Beginner, Season, Playoffs, Tournament, and Shoot-out. The Season mode keeps track of your wins and losses, and well as some other team statistics, all of which can be saved via password. NHL 2000 is chock full of teams, as over 45 NHL and international teams are represented, complete with official uniforms and logos. For the beginning hockey player, you can just hit "go" and get into a game without worrying about managing the team or worrying about fights or injuries. For the more seasoned gomer, you'll find the ability to create line changes, choose offensive and defensive strategies, control the goalie, handle fights, and turn on/off options such as icing and two-line passes. All of this and more is under your control as you try and guide your team to the Stanley Cup! Long Live the Bruins!

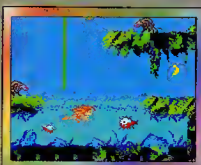
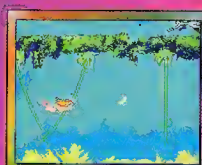


ACTIVISION'S

# TARZAN

DEVELOPED BY ACTIVISION/DISNEY

Easily one of the biggest movies of the year, Disney's Tarzan is also on its way to becoming one of the biggest titles for the Game Boy Color. You can play one of three different characters from the movie as you guide your way through 15 colorful levels. As you travel through the jungle, you'll be able to swim with hungry crocodiles, try and outrun an elephant stampede, escape from a horde of wild baboons (are there TAME baboons?), and swing from tree to tree as only Tarzan can do. The jungle is filled with enemies and danger, so you'll have to use every inch of your surroundings to help Tarzan lead his family to safety, and avoid the evil hunter, Clayton. As mentioned earlier, you can play as multiple characters — a young Tarzan and an adult Tarzan, Jane, and even Terk (Tarzan's ape buddy, for those of you not "in the know"). As you help move Tarzan from vine to vine (or any of the other abilities Tarzan has), you'll notice that the animation of Tarzan is very smooth, and just like the movie. Well, that's because Disney Interactive recreated each character in the game to move and act just like the characters on the big screen! If you're a fan of Tarzan the movie, or just a fan of Tarzan in general, you'll want to check out this hot new title from Activision.

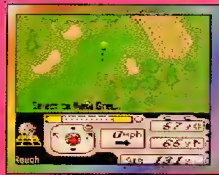


THQ'S

# TIGER WOODS PGA TOUR 2000

DEVELOPED BY XANTERA

Tiger Woods, the world's number one ranked golfer and spokesperson for many products, is about to have his SIXTH video golf game released in about a year's time! Tiger Woods PGA Tour 2000 for the Game Boy Color joins Tiger Woods PGA Tour 99 (PC, PlayStation), CyberTiger (N64), and PC & PlayStation versions of Tiger Woods PGA Tour 2000. That's a lot of Tigers, cyber or otherwise. For the Game Boy Color title, THQ has stuck in four types of play modes — Stroke, Tournament, Skins, and Shoot-out. Tiger Woods PGA Tour 2000 (TWPGAT2K for short, although even that's NOT short!) will include real-life PGA Tour players Davis Love III, Craig Stedler (the "Walrus"), and a few players to be named later. Since the game is currently under development, we're not certain as to the final number of courses to be included, but we do know that Summerlin and Sawgrass will be among them. The interface in Tiger is designed in such a fashion that anyone picking up the game for the first time will be able to get started right away, without all of the hassle and confusion that belies most golf game interfaces. You'll be able to quickly view the course conditions, make club selections, set the spin, and aim your shot. You can also adjust for wind conditions by either hooking or slicing the ball. Sweet!



## FIGHTING FORCE 64

### LEVEL SELECT AND INVINCIBILITY

At the main menu, press and hold L + Z + C-Up + C-Down. This will take you to the character select screen in a few seconds. From there you may press C-Left or C-Right to choose your starting level. You will start with invincibility.

## A BUG'S LIFE

### ANY LEVEL

Go to the anthill from the main screen. Then hold C-Up + C-Down + C-Left + C-Right + Z and press R. If you entered the code correctly, an arrow will appear at the bottom of the screen.



## ALL-STAR BASEBALL 2000

### Passwords

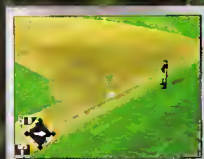
**LITTLE PLAYERS**  
TOMTHUMB



**BALL DIRT TRAIL**  
WLDWLDWST



**PLAY WITH BIG BASEBALLS**  
BCHBLKPTY



**PLAYERS FLY BACK TO THE DUGOUT FLYAWAY**

**WEIRD VISUALS**  
MYEYES



**PLAY WITH THE LIGHTS TURNED OUT**  
WTOTL

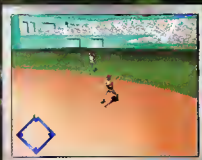
## KEN GRIFFEY JR.'S SLUGFEST

### TO MAKE YOUR BATTER EXPLODE

(Don't worry, he'll return to normal.) Quickly press on the D-pad Right, Left, Down, Right, Left, Up, Right, Left, Down when your batter is in the box.

### TO MAKE YOUR OUTFIELDER FLY

Have an outfielder field a base hit or pop-up (don't catch a pop-up). When the ball is fielded, hold Z and press C-Up and run into the infield with the ball. Then throw the ball around the bases in this order: C-Right, C-Up, C-Left, C-Down, C-Left, C-Up, C-Down, C-Right, C-Up, C-Left, C-Down. If done correctly, you should hear a crowd noise. When the next ball is hit in the outfield, press A or B quickly to begin flying.



### TO SEE FIREWORKS WHEN LOOKING AT STADIUMS

Start an exhibition game and press Z at the stadium select screen to do a fly-by of the chosen stadium. Press the R button and Z simultaneously to trigger fireworks.

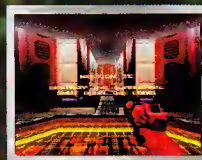


To see the type of pitches an opposing computer pitcher has, have two controllers plugged in before starting a game. Press the R button on the second controller to see the pitches when you're batting.

## QUAKE II

At the password screen  
**INFINITE AMMUNITION IN MULTIPLAYER MODE**  
S3T1 NF1N IT3S HOTS

**LOW GRAVITY IN MULTIPLAYER MODE**  
S3TL OWGR VITY ?????





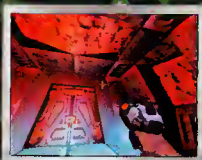
# CODES FOR CHEATERS

## ALTERNATE COLORS

S3TC 00LC 0L0R S???

## LEVEL PASSWORDS

- 2: PGBR VK?B 65BH Y3HD
- 3: 1KLS DN5H 7NBF DWRQ
- 4: 2KLR SDRY ?VY4 YQ8X
- 5: VK3T 7LFC 94B7 D3R3
- 6: WK3H QNBW N1V5 XGL3
- 7: TK7P 6LLP KWGY XD4V
- 8: STON QPX4 2WGY JXTS
- 9: R??P 7NY4 2WGX 99TX
- 10: Q??K BBBV NBQ1 7GCV
- 11: P64? ZM5B ?BM0 5YH6
- 12: N664 SQ63 XB?K B7LF
- 13: M682 M7QT 1215 8098
- 14: L669 H8MD G8XB JNYV
- 15: K681 X8CL H01K 1PF5
- 16: J690 BT5M NRZ2 QXLL
- 17: H6?0 XXFW PHV1 77P4
- 18: G6?9 GYMK RWNK SMSL
- 19: F6Y3 WXQK CHD0 8K4D



## SUPERMAN

### TO GET INFINITE LASER VISION, X-RAY VISION, FREEZE BREATH, AND RUNNING BOOSTS



At the title screen, hold A + B + C-Up + C-Down

### LEVEL SKIP

At the main menu, press C-Up, C-Down, C-Left, C-Right(2). Start a new game, then press Start, C-Up, C-Down during the game.

## TRIPLE PLAY 2000

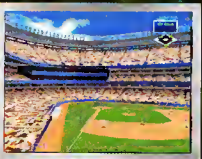
For the following codes, hold down L button, R button and Z, then enter to:

### GET THREE OUTS AUTOMATICALLY

Down, Up on the D-pad.

### GET THREE BALLS AUTOMATICALLY

Up, Down on the D-pad.



## GET STRIKE OUT AUTOMATICALLY

Up, Right, Up, Right on the D-pad.

## TRIGGER HOME RUN POWER WHILE HITTING

Left, Up, Left, Up on the D-pad. Then make contact with the pitch to hit it out of the park.



## GET MORE RUNS FOR THE HOME TEAM

C-Left, C-Left.

## GET MORE RUNS FOR THE VISITING TEAM

C-Right, C-Right.

If done correctly, you should hear a confirming "thump" sound.

## WORLD DRIVER CHAMPIONSHIP

### ALL GT2 CIRCUIT CARS

At the teams, event select, save game, or main menu screens, press Z, Right, Z(3), B, C-Down, A, Right, Start on controller two. All cars will be unlocked at the GT2 Circuit team selection screen. *Note: No experience points will be gained and the same number of Gold Cups still are still needed to unlock events.*



### ALL CARS AND TRACKS

Start a new game in championship mode and enter "RACES THE BEST" as a name. Then at the next screen that appears, press Left, Right, Right, Left, Down, Up.

### ALTERNATE CAR COLOR

At the car selection screen, press Z.

### MIRRORED TRACKS

At the track selection screen in quick race or versus mode, press Z to choose a track.





**"ALWAYS FREEZE YOUR LEFTOVERS."**  
~ SARGE







# ARMY MEN SARGE'S HEROES

**REAL COMBAT. PLASTIC MEN.™**



**3DO™**  
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The first blast wiped out your Space Center.

In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.



"Explosive  
N64  
adventure"  
...Nintendo Power



4-Player Deathmatch,  
along With Lethal Tag,  
Cube Hunt, And Quick  
Draw.

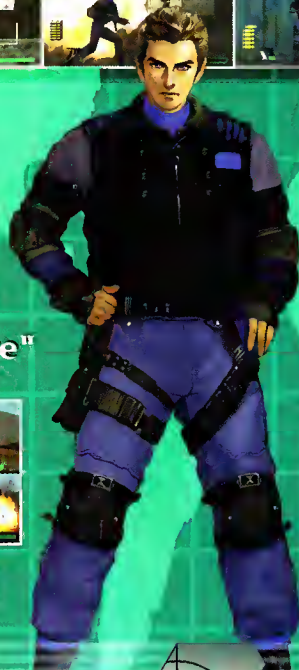
✦ Intense 3rd Person  
Action/Shooter

✦ Precision laser-  
sighting aiming  
mechanism

✦ Immense 3D  
Environments

✦ Battle heavily-  
armed Boss  
Characters and  
"smart" enemies

✦ Rumble Pak  
Support



# TWIN HAWK

## COVERT OPERATIONS

NINTENDO 64



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